

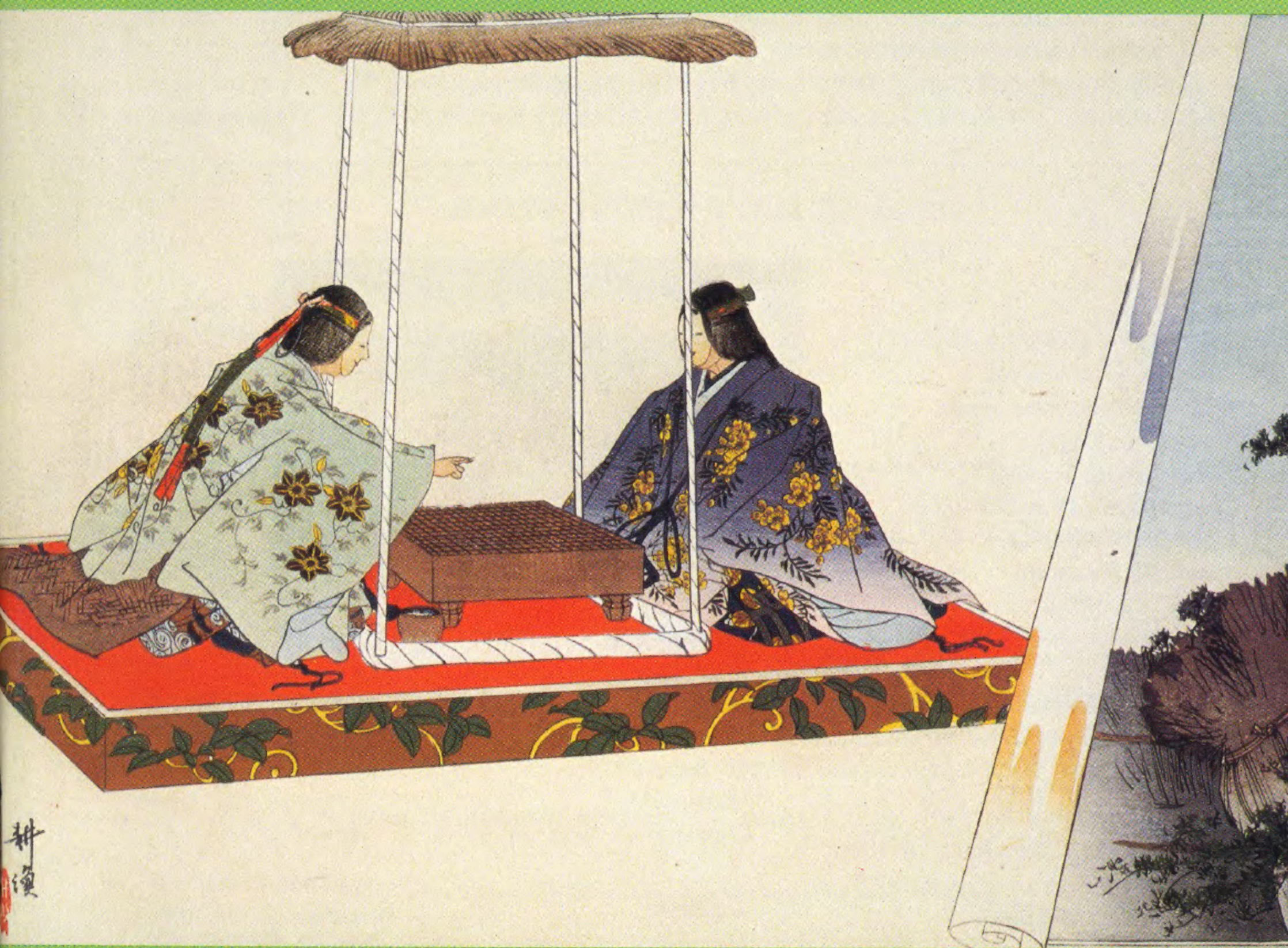
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GO WORLD

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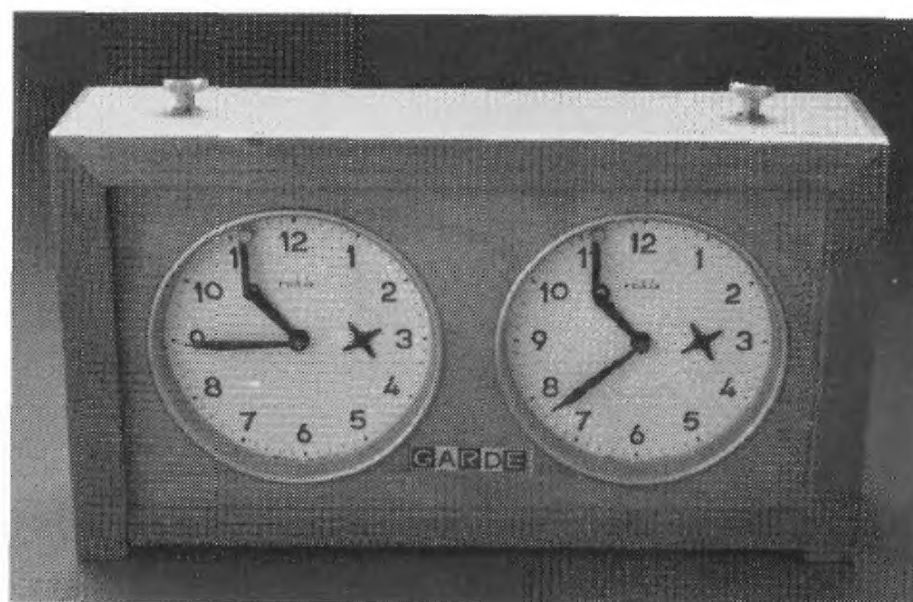
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The cover: A scene from the Noh play *Go*, a woodblock print by Kogyo (1869 – 1927). The print illustrates an episode from *The Tale of Genji*. *Collection of William Pinckard*.

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Go World News



The Grand Champion

A Monarch Deposed: Fujisawa Shuko loses Kisei

One of the most exciting eras in modern tournament go history came to an end on 17 March this year when the challenger Cho Chikun won the seventh game of the 7th Kisei title match and seized the go world's most prestigious title from the perennial champion Fujisawa Shuko. Shuko fell victim to an extraordinary fightback by Cho, who won four games straight after losing the opening three games. In doing so, Cho emulated the feat of Rin Kaiho, who won the 12th (Yomiuri) Meijin title match in 1973 after also losing the first three games. Cho's tenacity and never-say-die fighting spirit overwhelmed Shuko, who must have relaxed his guard after making such a good start.

By winning the Kisei title, Cho, who was born in Korea, "unified" the Japanese go world as his personal domain. He held the three really important titles, the Kisei, Meijin and Honinbo, and also

held the fourth-ranked title, the Judan, until the end of April, not to mention the NHK Cup. This is the closest that any player has come to rivaling Sakata's feat of almost completely dominating professional go in 1964, when he won six of the seven top titles, plus the NHK Cup (he missed out on the Judan title).

It is safe to predict that Cho will continue to dominate professional tournaments for several more years (going by the precedents of Rin, Ishida and Kato, no player seems to last more than half a decade as a multiple title-holder), but one wonders what the future will hold for Shuko. Will he just fade away or will he make a comeback? During this Kisei series he was noticeably suffering from fatigue (presumably the reason he used less than five hours in each of the sixth and seventh games), so perhaps he no longer has the stamina for two-day games. However, there is a new factor, which may change things.

A week after the title match ended, Shuko led a group of players on a private tour of China. Shortly after his return to Japan, he was hospitalized for an emergency operation for stomach ulcers — his years of riotous living had finally caught up with him. After having the larger part of his stomach removed, he was warned off alcohol and cigarettes for good, so ironically his illness may lead to his becoming more active as a go player. Since his comeback after recuperating he has played two games, losing the first and winning the second, but it is still too early to tell how good his condition is. At the moment he only has a place in the final preliminary round of the Tengen tournament, but of course he is seeded in the final stage of the 8th Kisei title, to be played at the end of this year. Go fans would be overjoyed to see a return match between him and Cho.

A Note from the Editor

This issue may be a sad one for fans of Fujisawa Shuko, but although he lost his title to Cho Chikun, the consolation for the reader is that the two played an absorbing series, with every game being noteworthy for its originality and strategic innovativeness. To do it justice, we have given the series an extended coverage, which has meant dropping some of our regular articles. They will all be back in our next issue, which will feature the 5th World Amateur Go Championship, the Judan title and as many games from the Honinbo title match as we have space for. In addition, an unusual feature will be the first victory by a Westerner, taking just the handicap of the first move and a five-point reverse komi, against a 9-dan.



Cho Chikun, Meijin, Honinbo, Judan and now Kisei, is besieged by reporters at the conclusion of the Kisei title match.

Kato Takes the Judan Title from Cho with Three Half-point Victories

Kato has finally taken his revenge on Cho for his string of defeats by the latter in recent years: he took the Judan title from Cho with three half-point victories, undoubtedly the first time that a title has been won in such perilous fashion.

Kato started out by winning the first two games but at this stage Cho was probably more concerned with the Kisei title match — the first game was played between the 6th and 7th Kisei games, and the second was played the week after Cho became Kisei, when he was probably still elated over his triumph. After that, Cho set to work and won the third and fourth games to even the series. He looked like pulling off another upset, but Kato hung on and just managed to edge him out, by the narrowest margin, in the final game. This game was actually unfavourable for Kato, but he fought with such tenacity in the latter part of the game that he was able to upset Cho's lead. Otake was full of admiration, commenting that a professional was lucky if once in his life he could bring such in-

tense concentration and fighting spirit to a game.

Cho's reign as the quadruple title-holder thus lasted only forty days, but with what he has left this was not a serious setback. It means a lot to Kato, however, for the latter is once again a multiple title-holder (even if only two); he has also equalled Sakata's record of winning five Judan titles.

Results of 21st Judan title match:

Game 1 (3 March). Kato (W) won by $\frac{1}{2}$ point.
 Game 2 (24 March). Kato (B) won by $\frac{1}{2}$ point.
 Game 3 (6 April). Cho (B) won by resignation.
 Game 4 (13 April). Cho (W) won by resignation.
 Game 5 (27 April). Kato (W) won by $\frac{1}{2}$ point.

Cho leads Rin in 38th Honinbo Title Match

Cho may have suffered a setback in the Judan title, but he is making up for it with his strong play in this year's Honinbo title match. The challenger, Rin Kaiho, made a disastrous start, losing three games straight, and just barely managed to keep his hopes alive by snatching a win in the fourth game. This is the first title match between Cho and Rin. Considering that Rin

38th Honinbo League

Rank	Name	K	H	T	S	F	R	I	A	Score	Place
1	Kobayashi	—	1	1	1	1	1	1	0	6 — 1	1
2	Hashimoto S.	0	—	0	0	0	0	0	0	0 — 7	—
3	Takemiya	0	1	—	1	1	0	0	1	4 — 3	3
4	Sakata	0	1	0	—	1	0	0	1	3 — 4	—
5	Fujisawa S.	0	1	0	0	—	0	0	0	1 — 6	—
5	Rin	0	1	1	1	1	—	1	1	6 — 1	1
5	Iwata	0	1	1	1	1	0	—	0	4 — 3	4
5	Awaji	1	1	0	0	1	0	1	—	4 — 3	4

Note : the players are ranked according to their results in the previous league.

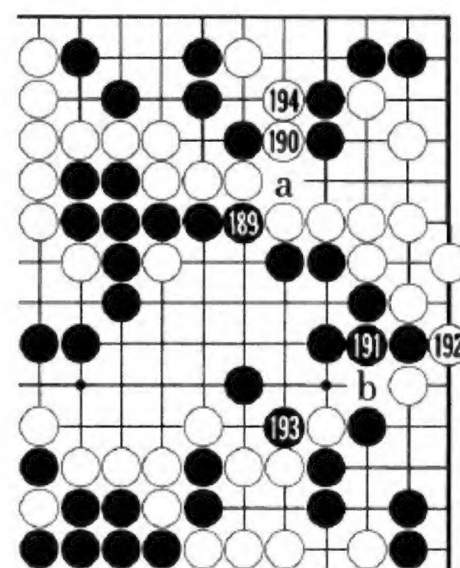
is a former Meijin-Honinbo, his bad performance is surprising. His career record against Cho was dead even, at 10—10, before the start of this match, so surely his pride will not permit him to bow out so quickly. We hope that he can recover sufficiently to make a real match of it.

Rin was a little lucky to become the challenger this year. Kobayashi Koichi seemed to have the league sewn up, but he made an incredible blunder in his final round game against Awaji and so was forced into a playoff against Rin. This the latter won by a half point, which seems to be the popular winning margin these days. Kobayashi missed out on two successive clean sweeps in the Honinbo league, but he has established a record of fifteen successive wins in the league (it includes two wins from the 36th league).

Despite a 4—3 record, a most commendable performance for his debut in the league, Awaji lost his place in the next league when he lost a playoff to Iwata Tatsuaki. Sakata Eio also finally slipped out of the league, the first time he has not held the title or been in the league for 33 years.

Awaji to Challenge Otake Gosei

Awaji Shuzo 8-dan will play in his first major title match when he challenges Otake Hideo for the 8th Gosei title. Awaji defeated Hashimoto Shoji by half a point in the Gosei final on 16 June after wins against Kobayashi Koichi, Kato Masao and Ishida Akira in earlier rounds. Awaji (born in August 1949) has been a late-developer: he did little worthy of note in his twenties, but



Kobayashi's costly blunder

Black 191 is the move that cost Kobayashi Koichi his second try at the Honinbo title. When Kobayashi played 189, he assumed Awaji would play 'a', so he switched to 191 without checking what his actual move was. This is a very unusual slip for a professional. Awaji played 192, which was sente, threatening to cut at 'b' and kill the black group below, then played 194. Kobayashi had been counting on a half-point win before 190, so he had to resign immediately.



Awaji Shuzo 8-dan

8th Meijin League (as of 23rd June)

Rank	Name	O	R	K	S	K	H	T	I.K.	I.A.	Score
1	Otake	—	1	1	1	0		1	1	1	6 — 1
2	Rin	0	—			1	1	0	1	1	4 — 2
3	Kobayashi	0		—	0	0	1	1	1		3 — 3
4	Sakata	0		1	—	0	1		1	1	4 — 2
5	Kato	1	0	1	1	—	1			0	4 — 2
6	Hane		0	0	0	0	—	1	1		2 — 4
7	Tono	0	1	0			0	—	0	0	1 — 5
7	Ishii K.	0	0		0		0	1	—	0	1 — 5
7	Ishida A.	0	0	0	0	1		1	1	—	3 — 4

Note: the players are ranked according to their results in the previous league.

is beginning to make up for it in his thirties. He won the Prime Minister's Cup in 1981, the New Stars TV haya-go tournament in 1978 and 1980, and won a place in the 38th Honinbo league, scoring 4–3. He also won the 8-dan section of the 8th Kisei tournament. Awaji has an aggressive style, so the match with Otake should be interesting.

Otake Leads Meijin League

There is a good chance that we will see a return match between Otake and Cho in the Meijin title this year. Otake is leading the league on 6–1, and his closest rivals are Rin and Sakata, both on 4–2. Otake slipped up in the 7th round by losing to Kato, but Rin, then on 4–1, lost to Tono the following week, so Otake remained one step ahead.

8th Kisei Tournaments

Additional results in the 8th Kisei (see GW30, page 3) are given below.

5-dan winner: Hikozaka Naoto 6-dan

6-dan: Aragaki Takeshi 6-dan

7-dan: Kiyonari Tetsuya (the third dan-winner from the Kansai Ki-in)

8-dan: Awaji Shuzo

The 9-dan final will be played between Ohira Shuzo and Rin Kaiho. Results to date in the 2nd Stage are:

Yokochi lost to Onda, who beat Moriyama and Yoda, but lost to Hikozaka, who beat Aragaki and Inoue Kunio (2nd in 7-dan). Hikozaka thus earned a place in the quarter-finals.

1983 Haya-go Results

5th Kakusei. Otake Hideo scored a perfect re-

cord of four wins in the 5th Kakusei TV haya-go tournament, which is composed of a five-player league. Equal second were Cho, Kato and Rin, all on 2–2, while Fujisawa was unable to pick up a win. The prizemoney for this tournament is an impressive ¥4,500,000.

30th NHK Cup. Despite the pressure of the Kisei and Judan title matches, Cho had enough energy left over to pick up the 30th NHK Cup. In the final, played on 21 February, which was two days before the start of the final Kisei game, he defeated Otake Hideo by half a point to score his first win in this tournament. The prize-money is only ¥2,000,000, but this is the oldest and largest of the TV tournaments.

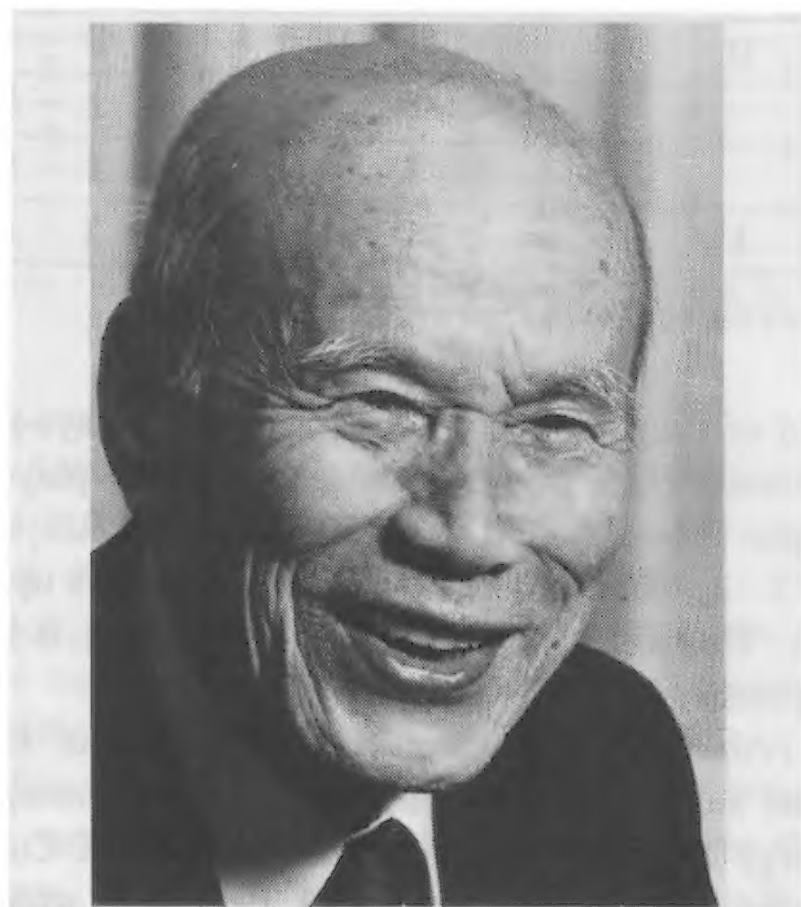
2nd NEC Cup. Sakata Eio added yet another title to his swag, taking his total to 64, when he defeated Sakai Takeshi 9-dan in the final of the 2nd NEC Cup on 5 March. Sakai was the dark horse in this tournament, defeating Rin Kaiho, Fujisawa Shuko and Takemiya Masaki, but Sakata's greater experience prevailed in the play-off. The prizemoney is ¥3,500,000.

15th Haya-go Championship. Ishida Yoshio won his first title for several years by defeating Kobayashi Koichi, last year's winner, 2–0 in the playoff of the Haya-go Championship, the second-oldest TV title. Ishida won the first game (telecast 20, 27 February) by resignation and the second (6, 13 March) by half a point. The prize-money is ¥2,400,000.

Judan Record Set by Sakata and Hashimoto Shoji

Sakata Eio and Hashimoto Shoji have set an unusual record by winning their way into the

final section of the Judan tournament, in which 16 players fight their way through parallel winners' and losers' tournaments to decide the challenger. The two have now won places in this, the main section of the tournament, for the 22 years that the tournament has been in existence. This performance is comparable to Sakata's record of longevity in the Honinbo tournament.



Iwamoto 9-dan – the most youthful professional

Iwamoto Retires to Found Go Centre in Brazil

After 55 years as an active go player, including four years at the peak of the go world as Honinbo, Iwamoto Kaoru has finally decided to retire from tournament go. Retirement for Iwamoto does not mean pottering around with bonsai in his garden, however. At the age of 81, Iwamoto is making a fresh start: he is attempting to realize his lifelong ambition of founding overseas centres for the spread of go. On 1 May Iwamoto, accompanied by his daughter, Yoko, who is an amateur 4-dan, left for Sao Paulo in southern Brazil, the third largest city in South America. Here he proposes to found a go centre in a three-storey building with floor space of over 600 square metres. The facilities will include accommodation for visiting go players.

Iwamoto recalls being told by Baron Okura, the founder of the Nihon Ki-in in 1924, that it was the duty of young professionals like himself to spread go throughout the world. Since then he has made countless instruction tours of all parts of the world and also played the major role in

helping Stuart Dowsey to found the London Go Centre, which unfortunately had to close in 1978, but now that he is retired from competitive go he hopes to be able to fulfil the responsibility that he feels to Baron Okura and world go. In this project he has the full support of the Nihon Ki-in.

Almost a lifetime ago, in 1929, Iwamoto gave up professional go and emigrated to Brazil to become a coffee farmer. The venture failed and he returned to Japan after three years, but this time he sees himself as a 'cultural emigrant'. He hopes that the large number of Japanese migrants in the Sao Paulo region will provide the centre with a viable economic base, though of course he wants to make the centre the focal point for spreading go throughout all of South America.

The Sao Paulo centre is intended as the first step in a five-year plan to establish go centres in three major cities, with Paris and New York being the prospective sites after the Sao Paulo centre gets off the ground. Iwamoto's dream for the future is to spend three months of each year at each centre, returning to Japan for the remaining three months. This venture is a fitting culmination to a life devoted to spreading go and serving go players throughout the world. We wish him the best of luck and look forward to publishing progress reports.

Two New Dutch Inseis

For several years now Dutch players have been dominating European go; before long they may also make their presence felt in professional go. This year two Dutch players have become inseis (professional pupils): Rob van Zeijst in Tokyo and Mark Gooskens in Osaka. They follow in the footsteps of their compatriot Ronald Schlemper, who played in the insei league for a year, reaching the number one position the month before he returned to Holland in 1981. Rob van Zeijst, who won the European championship in 1981 at the age of 19, played in the tournament for promotion to shodan at the beginning of this year and scored 6 wins to 12 losses, a reasonable result considering that his opponents were the cream of the insei crop. Then in May he officially became an insei, starting out in the B2 group (he was ranked number 42 out of 66 inseis). In his first month he just managed to scrape through with a majority of wins (7 – 6)

Continued on page 63

8th Tengen Title

Kato Masao has dominated the Tengen title, winning it for four years in a row, from the 4th to 7th terms. This is quite an achievement, because up to the 6th title the winner did not defend his title the following year but had to start out again in the final preliminary tournament. From the 6th term on the title switched to the usual defender-challenger system.

One of Kato's victims had been Kataoka, who, then 5-dan, had reached the playoff for the title in 1979, only to be rebuffed 0-3 by Kato (see GW18). Actually Kataoka had played quite well and had been unlucky not to win a game. Since then Kataoka has become much stronger. In 1981 he lost the final of the 25th Prime Minister's Cup to Awaji 8-dan, but last year he defeated Yoda Norimoto 4-dan to win the Shinjin-O title. Last year his record was a commendable 30 wins to 11 losses, and most conspicuous among the former was his defeat of Cho Chikun in the semifinal of this Tengen tournament.

This is only Kataoka's fourth title match, which, considering that he is 24, means that he is if anything a late developer, according to the standards set by players such as Rin (Meijin at 23), Ishida (Honinbo at 22 and Meijin-Honinbo at 26), not to mention Cho Chikun. However, he is now the youngest player holding an open title, so he has broken out of the pack. It remains to be seen whether the Tengen title becomes a stepping stone to bigger things.

Game One

White: Kataoka Satoshi 7-dan

Black: Kato Masao, Tengen & Oza

Komi: 5½; time: 6 hours each

Played on 4 November 1982 at Kashikojima in Mie Prefecture. *Commentary dictated by Kataoka.*

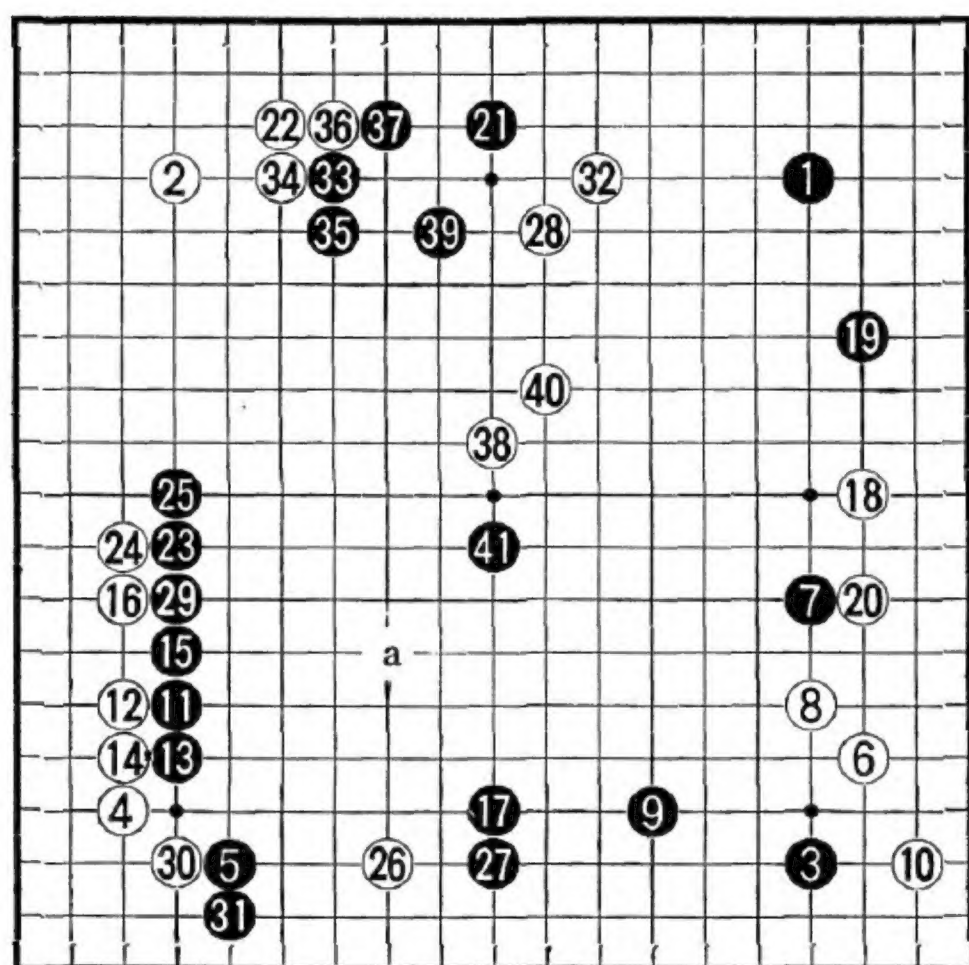


Figure 1 (1 - 41)

Figure 1 (1 - 41). *Two slack moves in the fuseki*

This was a bad game for White. At the outset I played two moves in a row that missed the vital point and I fell behind.

Tengen Title-holders

1 (1975): Fujisawa Shuko (defeated Ohira 3-1)

2 (1976): Kobayashi Koichi (d. Sugiuchi 3-1)

3 (1977): Shimamura Toshihiro (d. Sonoda 3-1)

4 (1978): Kato (d. Fujisawa Shuko 3-1)

5 (1979): Kato (d. Kataoka 3-0)

6 (1980): Kato (d. Yamabe 3-0)

7 (1981): Kato (d. Kobayashi Koichi 3-2)

8 (1982): Kataoka (d. Kato 3-2)

Tengen Prizemoney

1st place: ¥6,000,000

2nd place: ¥1,200,000

Match fee - title-holder: ¥1,700,000

- challenger: ¥1,100,000

First of all, White 22. White should exchange 26 for 27, then play at 24, or simply play at 24 immediately. Permitting Black 23 is unbearable. This was the vital point.

Next, White 28 is a slack move. It is even worse than 22; it's completely irrelevant to the main flow of the game. When Black makes the tight connection at 29, White is no longer able to invade his moyo. The game is over. The White 28-32 combination is nothing special. I had to invade around 'a' before Black played 29.

Playing two such slack moves in the fuseki was terrible. I wasn't nervous, but in retrospect it seems that I must have been suffering from some kind of mental blank.

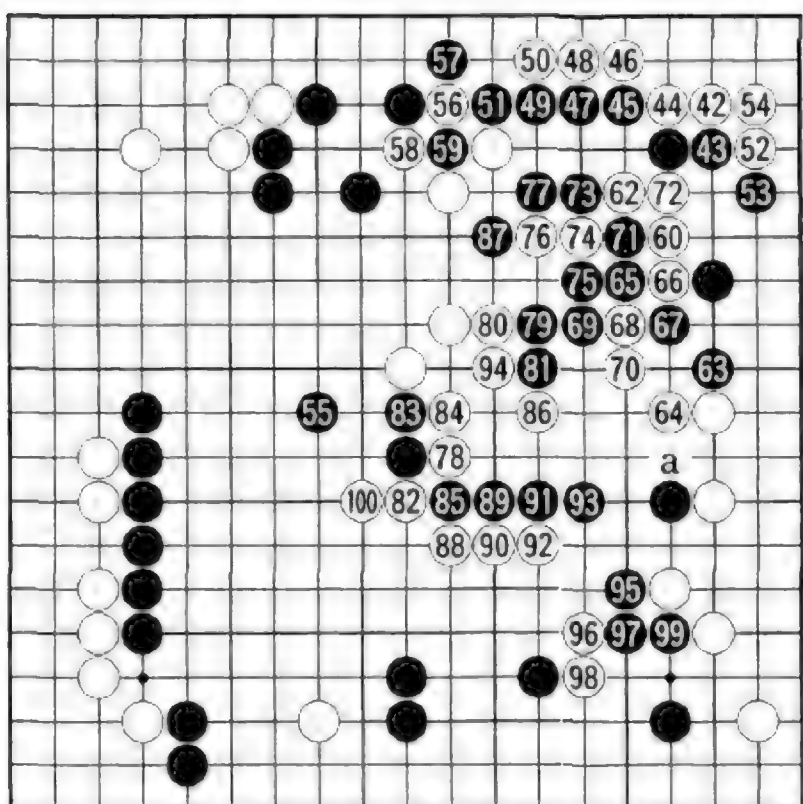


Figure 2 (42 - 100)
61: connects

Figure 2 (42 - 100). Getting a fight started

White has no choice but to go for profit by invading at 42. I was upset at my failure in the fuseki, but I rallied my spirits, determined to fight to the bitter end.

White 50 may look funny, but it aims at the ko with 56 and 58. This ko is a problem, however, as White has no suitable ko threats. For 60, White 'a' is probably the standard move, but it does not look nearly good enough.

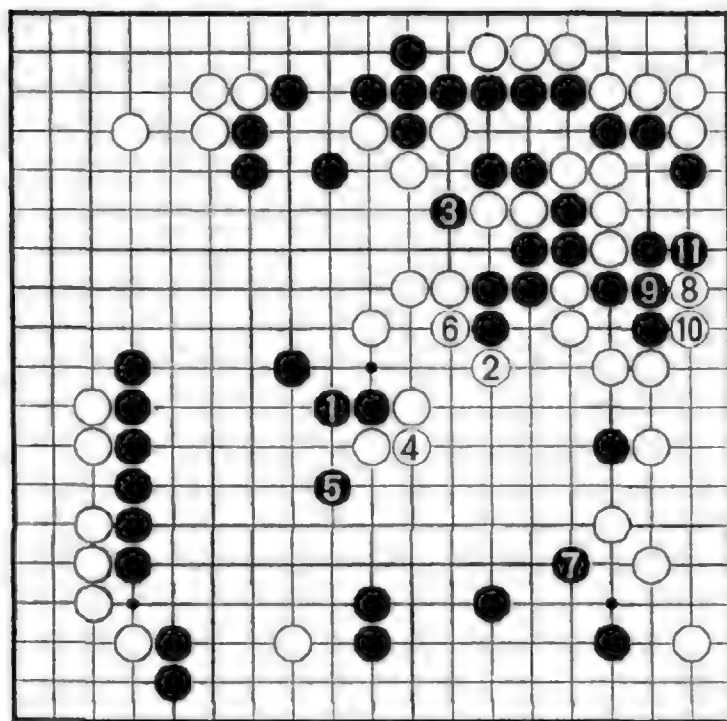
White 62. If at 66 instead, Black would probably be able to take all the centre by jumping to 74. At any rate, the centre is important; the side is worthless.

So, I played all-out with 62, but Kato had a strong counter with 63 and 65. I knew that these moves were coming, but I had no means of stopping them. White has no choice but to embark on a sacrifice strategy with 66 and 68, though the ironic result is that the stones White played as compensation for the ko end up being captured.

White 78 aims at making use of the sacrificed stones. Black replies correctly with 79 and 81, but with 83 and 85 Black is overdoing things a little. Instead of 83 -

Dia. 1. There would be no problem if Black simply pulled back at 1. After 2 and 4, Black could solidly enclose the centre with 5, leaving little more than large endgame points to be played. This would put Black more than ten points ahead on the board.

To be honest, I had been thinking of resigning,



Dia. 1

but things were beginning to look a little brighter. By pushing along with 88 etc. and playing 96, I had managed to get a confused fight started.

However, playing 100 at this point is unnecessary. The continuation demonstrates that this is a bad move.

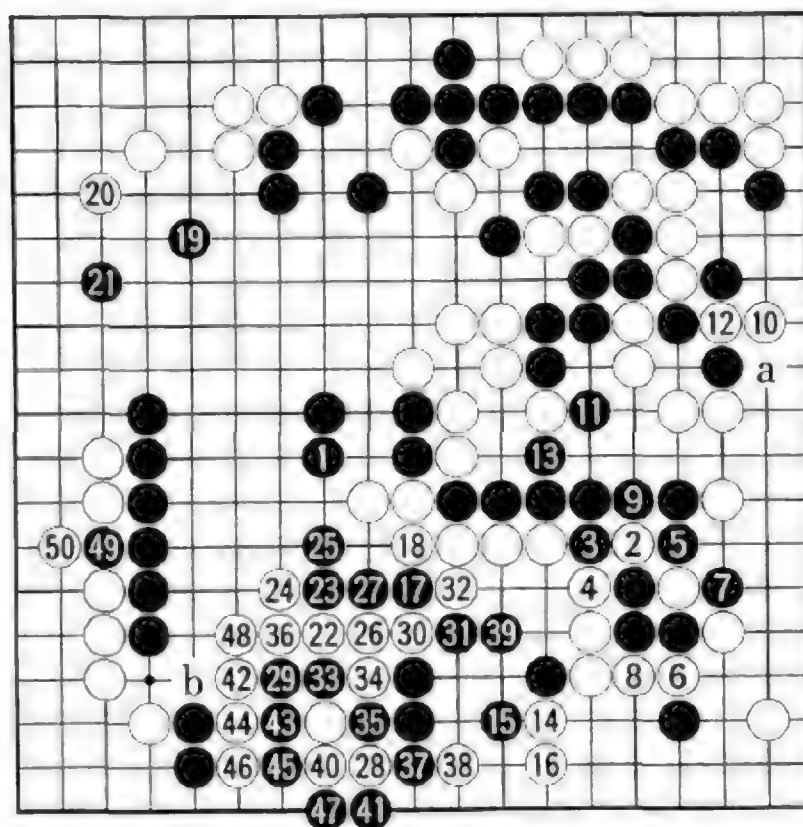
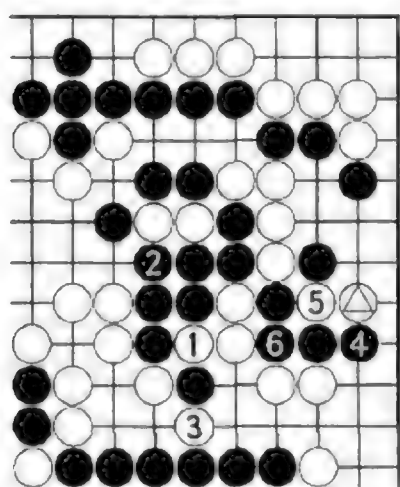


Figure 3 (101 - 150)

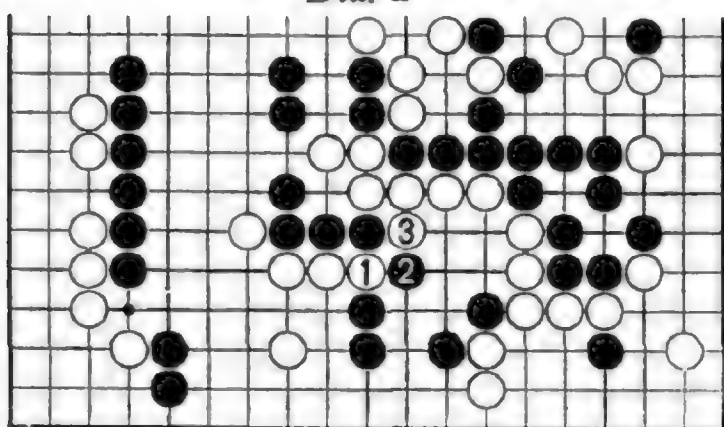
Figure 3 (101 - 150). My only chance

White 2 sets up an excellent squeeze for White. He lays waste to the bottom, then switches to the peep at 10. If Black connects at 12, White 'a' will be sente, so he counterattacks with 11. An exchange follows, with White sacrificing the centre group in return for saving the group on the top right. This makes the game much closer.

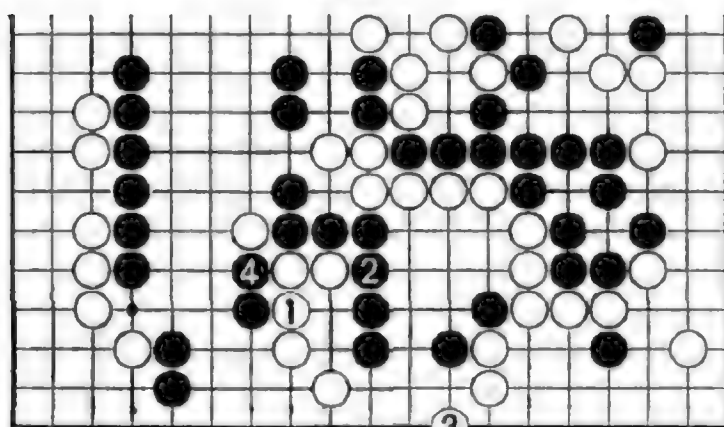
White 12. White could save the centre group with 1 and 3 in Dia. 2, but then he would lose



Dia. 2



Dia. 3



Dia. 4

the side group again after Black 4 and 6, a loss made worse by the addition of the marked stone.

Black 17. It is easy for Black to make this peep because of the exchange of 100 in Figure 2 for Black 1 in this figure. Without that exchange the position would have been quite different (after 18, White could aim at 1, for example).

Black 19, 21. Black is playing all-out: Kato must have felt that the position was unfavourable for Black. However, if Black played 21 at 23, then played the endgame, Black would win. I did not want Black to play 23.

White 22. Playing here before Black gave White a chance. However, the follow-up at 28 let slip the one chance of winning that I had in this game. If I had just made the simple moves of 1 and 3 in Dia. 3, I would have won. Missing such an easy sequence was mortifying.

Black 29 is a sharp counterattack. White could rescue his group with 1 and 3 in Dia. 4, but Black's bottom area would be too big after 4. This way White would lose.

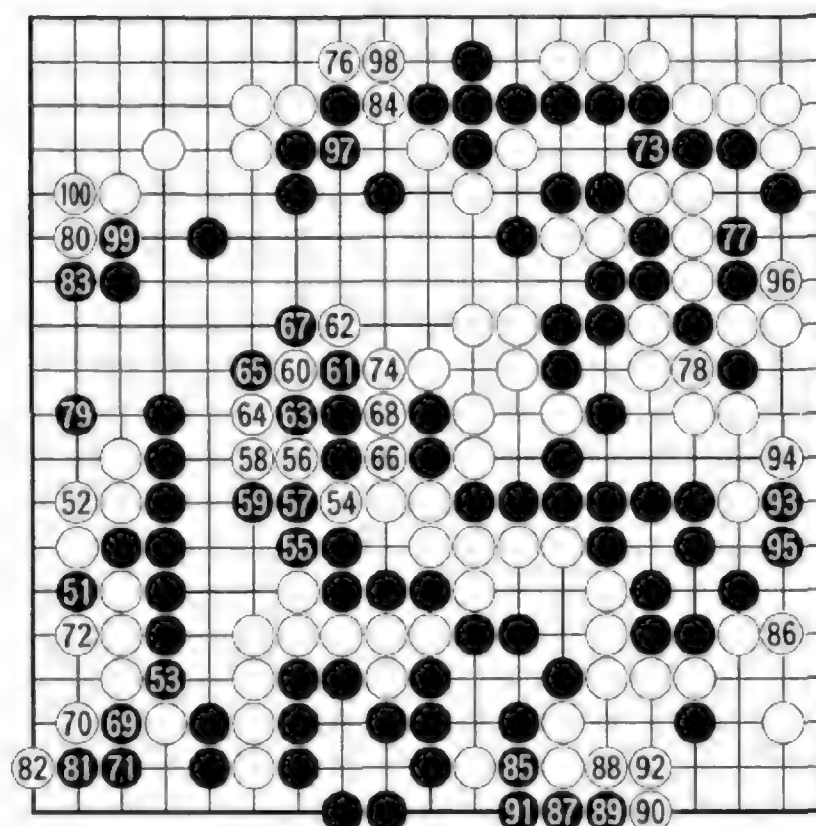


Figure 4 (151 - 200)

75: connects

White 48. Capturing two stones with 'b' would not be enough. White 48 is the strongest move.

Figure 4 (151 - 200). The issue is decided.

All that is left for White to do is to try for another furikawari by saving the centre group. He succeeds in this but does not gain in the exchange. Black secures a large area at the bottom and also keeps sente. Black 73 at the top right is the largest endgame point: it sews the game up for Black.

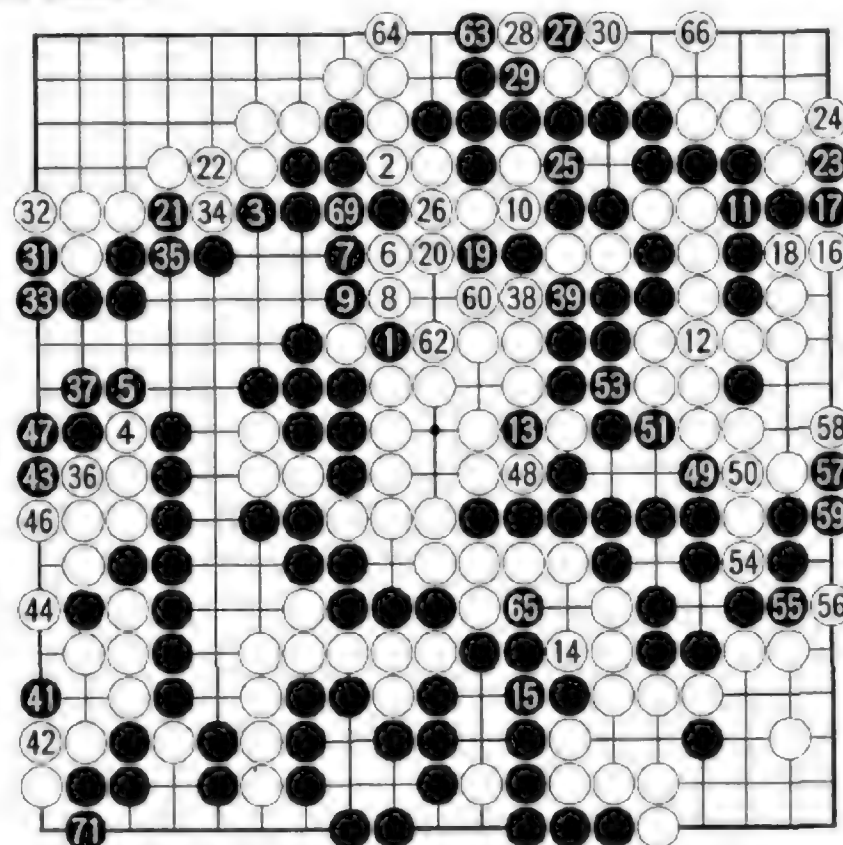


Figure 5 (201 - 271)

40: throws in (two spaces right of 19); 45: captures; 52: captures (right of 13); 61: connects (two spaces right of 19); 67: connects (left of 1); 68: connects (at 13); 70: connects (at 27)

Figure 5 (201 – 271). Five losses in a row

In this game there was only one point at which White had a chance to win, so really I shouldn't be too upset about losing it. However, that does make it five games in a row that I have lost to Kato. It would be nice to pick up a win against him.

Black wins by 6½ points.

('Igo Club', January 1983)

Game Two

White: Kato Masao

Black: Kataoka Satoshi

Played on 17 November 1982 at the Nihon Ki-in

Commentary by Ohira Shuzo 9-dan

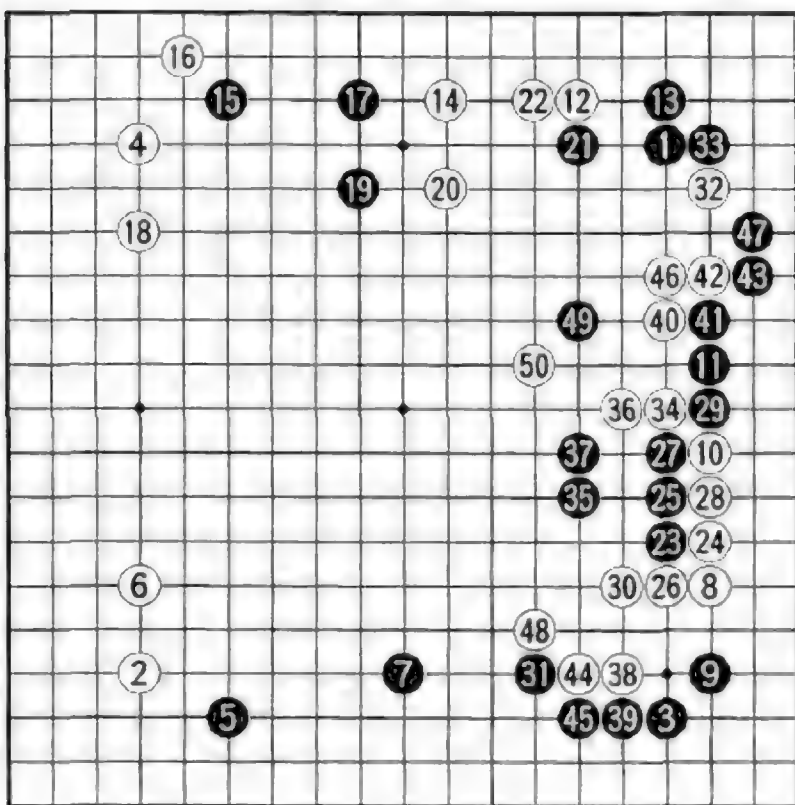


Figure 1 (1 – 50)

Figure 1 (1 – 50)

Black 5, 7. Kobayashi Koichi-style.

Black 23. Black is playing aggressively. By keeping up the pressure on White, he hopes to keep him too busy to invade the top right side; he also hopes to expand his bottom area. His plan backfires when he plays 31. Since this gives White forcing moves at 38 and 44, the pressure on his group is eased, so he is able to counterattack with 32 and 34. Black should have played 31 at 44.

White 48 settles the group at the bottom, so Black has to attack at the top with 49.

Figure 2 (51 – 100)

Black 63. Black could capture White with 1 in Dia. 1, but White would force with 2 and 4 (Black



Kataoka Satoshi 7-dan

Born 3 August 1958. Disciple of Sakakibara Shoji 9-dan. Became an insei in 1967, made shodan in 1972. Reached 6-dan in 1981, then 7-dan in 1982. Reached the final of the 5th Tengen title in 1979 (then a 5-dan), but lost 0–3 to Kato. In 1981 won the final of the 5-dan championship in the 6th Kisei, but lost the final of the 25th Prime Minister's Cup 0–2 to Awaji Shuzo 8-dan. Won his first title by defeating Yoda Norimoto 4-dan 2–0 in the 7th Shinjin-O title in 1982. Won the 1979 'Kido' New Face prize and the 1982 'Kido' Special Merit prize. Kataoka has had an exceptionally good win-loss record over the last few years.

1978: 26–8

1981: 33–12

1979: 25–14

1982: 30–11

1980: 22–13

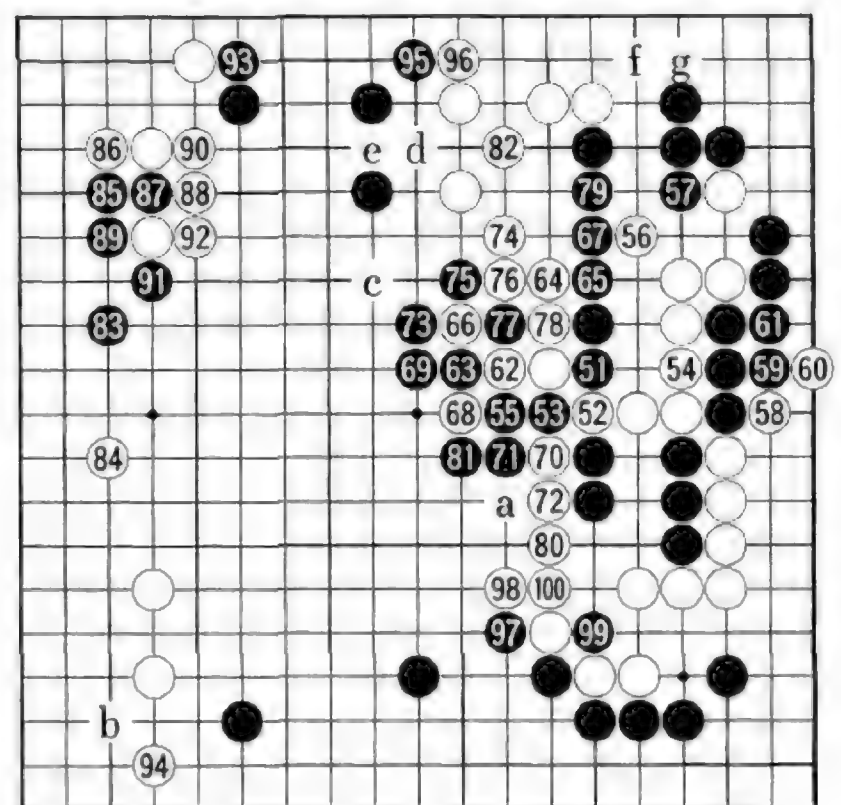
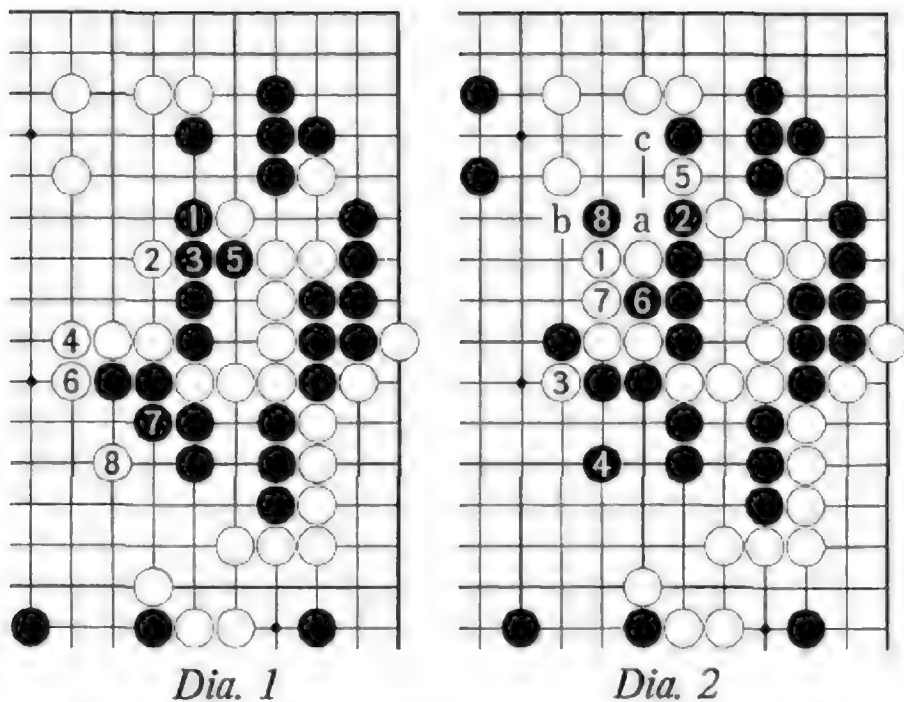


Figure 2 (51 – 100)



5 is necessary), then squeeze in sente with 6 and 8. Black could not hope to win if he let White build such a solid wall in the centre.

Black 65. Kataoka confessed later that he thought he had won the game when he played this move. He thought that White had no choice but to answer at 1 in Dia. 2. After White 3 and 5, Black plays the superb combination of 6 and 8, to which White has no good answer. White can't play 'a', but if he plays 'b', Black plays 'a' in sente, then finishes White off with 'c'. White collapses.

White 66 punctured his illusions. Kataoka had overlooked this move because it was bad style, but here it was unexpectedly effective.

The result to 72 marks the complete failure of Black's attack, with his stones being captured instead of White's. (Black could capture the white group by playing 69 at 'a', but allowing White the ponnuki at 69 would be worse than the result in the figure.) Despite the gravity of this setback, however, Black is not yet losing. He has built some thickness and White does not have too much territory. Kataoka thought that he was a little behind, but Kato thought that the game was even.

White 82 ensures life.

Black 93. Invading at 'b' looks bigger, but Kataoka felt that 93 was necessary. White 93 would weaken Black's position and would give White a severe move at 'c' to aim at.

White 96 looks natural, but it is not the best move. White should exchange 'd' for Black 'e', then play 'f'. Blocking at 'g' would be gote for Black, so jumping into the corner would become

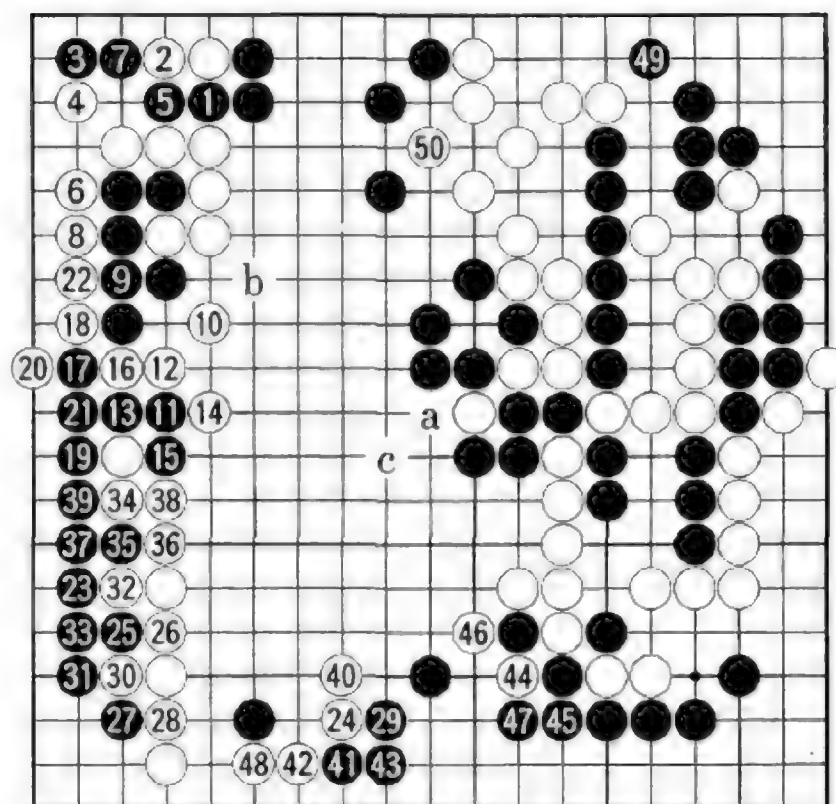


Figure 3 (101 – 150)

White's privilege. This sequence would gain White five points over that played in the game.

Figure 3 (101 – 150)

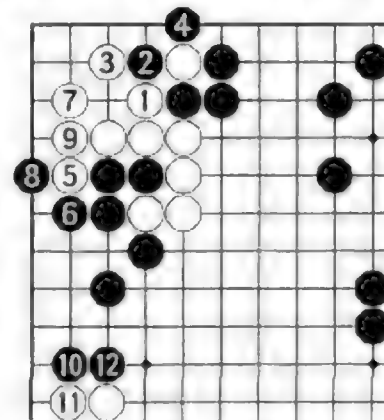
White 2 initiates a surprising exchange. White does not want to block at 1 in Dia. 3, because Black 2 and 4 will be sente. White can live with 5, but Black also settles his group with 10 and 12.

White therefore pulls back at 2, but the placement at 3 makes it impossible to get two eyes in the corner. White gives up his two stones in return for a fierce attack on the black group below with 10.

The result is a large-scale trade up to 23. It is clear that Black has profited by this. The game is now very close.

White 24. Kato commented that perhaps he should have defended the corner with 31.

Note that White cannot escape at 'a'. Black 'b' is sente, so Black sets up a geta-cum-ladder with 'c'. The reader can confirm for himself that 'b' will be in the right place.



Dia. 13

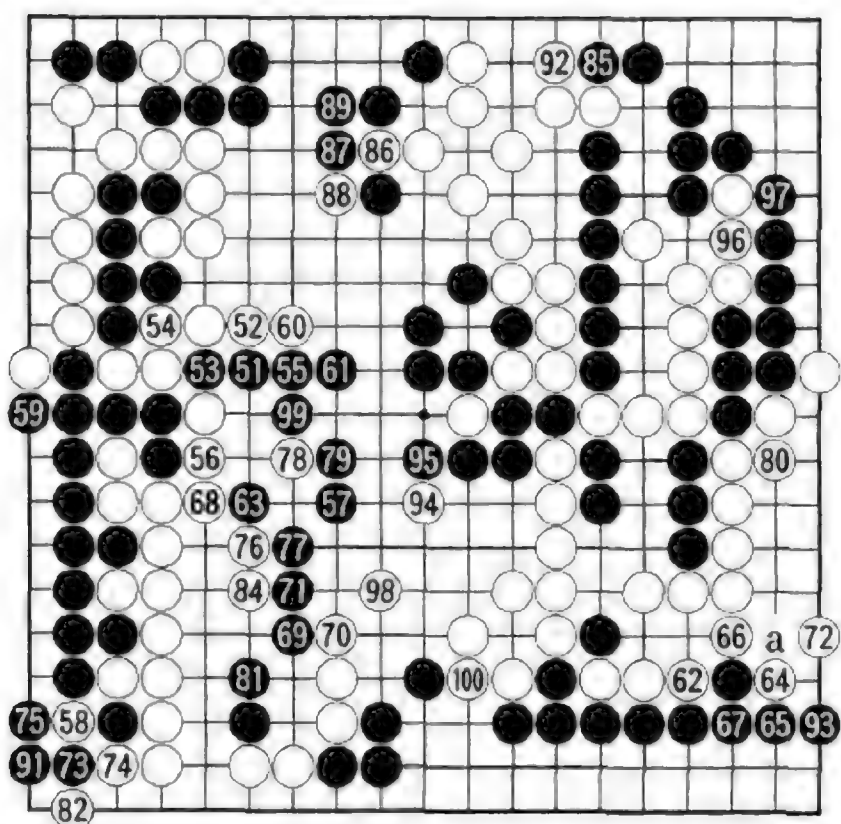


Figure 4 (151 - 200)

83: ko; 90: ko

Figure 4 (151 - 200)

White 62. White should play 'a' first. With 63, however, Black failed to take the opportunity to play 'a' himself.

White 72. White 75 would be bigger (nine points to eight).

Black 85. When he played this move, Kataoka felt confident of victory. Though the final margin was close, it was a 'comfortable' half-point lead which was not in any danger during the rest of the endgame.

At first this game had looked bad for Kataoka, when he lost his key attacking stones after White

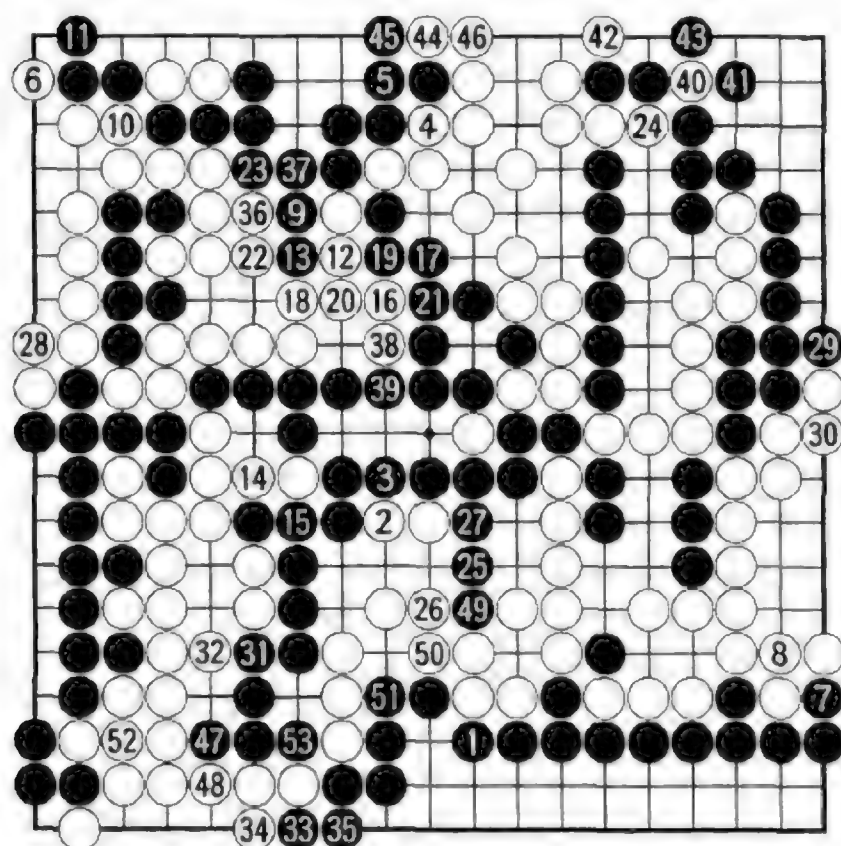


Figure 5 (210 - 253)

White wins and connects the ko.

70 in Figure 2, but he fought back well and managed to induce Kato to make some dubious moves. Kataoka thus finally picked up his longed-for win against Kato.

Figure 5 (201 - 253)

Black wins by ½ point.

Game Three

White: Kataoka Satoshi

Black: Kato Masao

Played on 3 Dec. 1982 in Asahikawa City, Hokkaido. Commentary by Takemiya Masaki 9-dan.

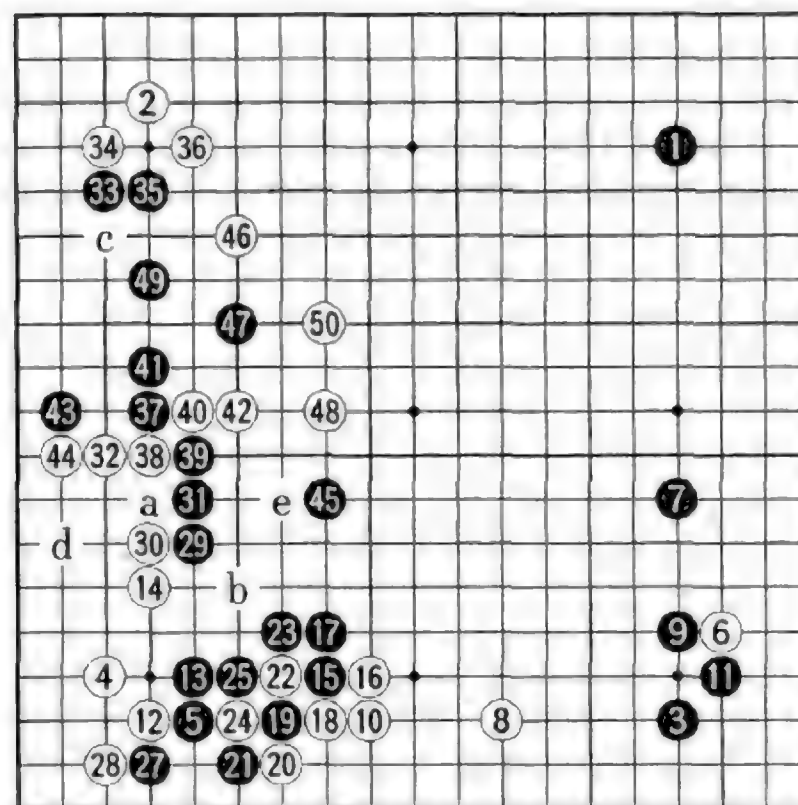


Figure 1 (1 - 50)

26: connects

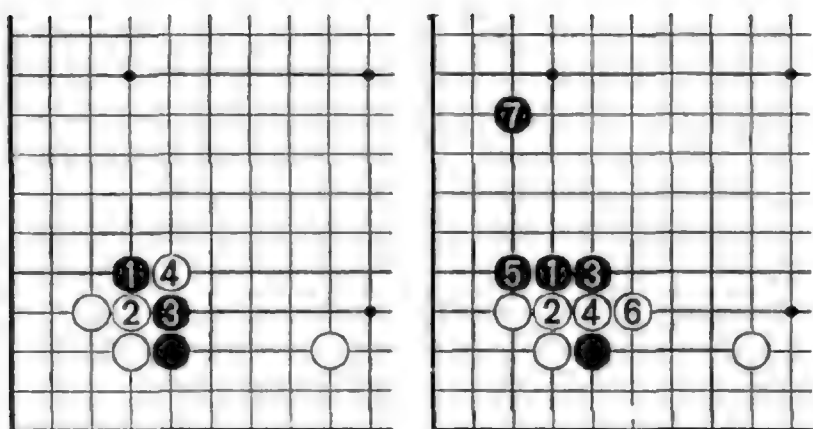
Figure 1 (1 - 50). Takemiya's new move

The pattern from 8 to 17 at the bottom is occasionally seen in recent professional go. White seeks compensation for giving up the bottom right corner by attacking with 12 and 14. White's strategy with 8 and 10 has been around for a long time. The result would be good for White if 6 and 11 had not been played, but that exchange is awful for White, so all in all the result is probably equal.

Black 13 and 15 are a kind of joseki in this position, so maybe they don't require comment, but to my mind Black 15 is heavy. This is White's sphere of influence and his two-space extension at the centre bottom is solid, so Black should play more lightly.

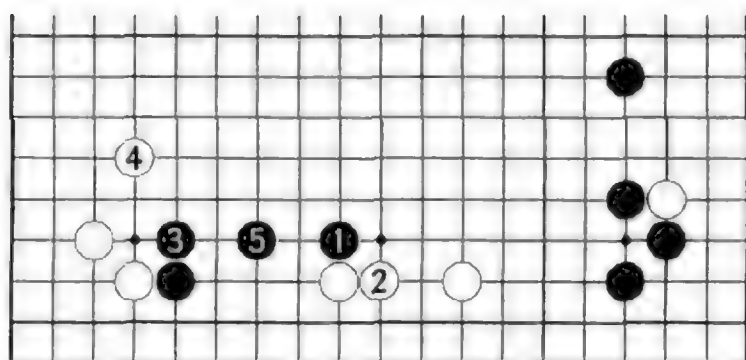
Dia. 1. One feels tempted to press at 1, but the fight after 2 and 4 is unreasonable for Black.

Dia. 2. Black could switch to 3, but the result to 7 seems to be a loss territorially.

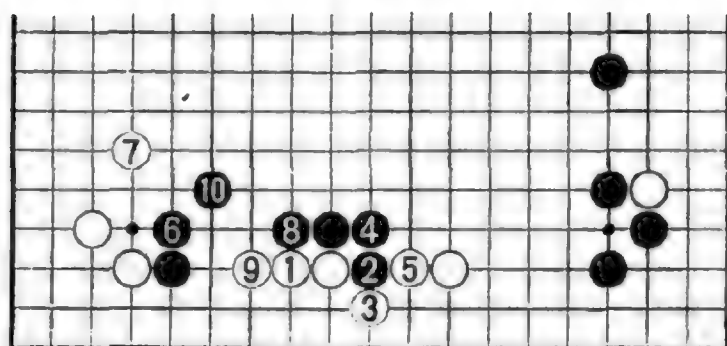


Dia. 1

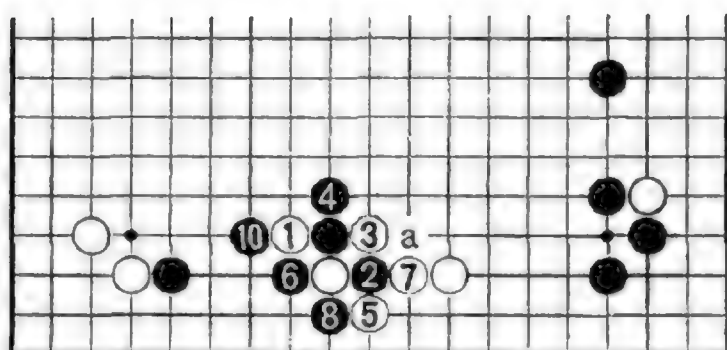
Dia. 2



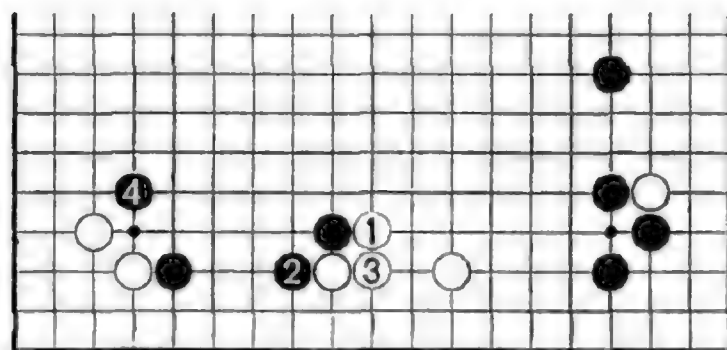
Dia. 3



Dia. 4



Dia. 5 9: connects



Dia. 6

After I had gone to bed after examining this game, I thought of the contact play at 1 in Dia. 3. In bed you are relaxed, so it's easy to discover good moves.

Dia. 3. If White pulls back at 2, Black gets a comfortable shape with 3 and 5.

Dia. 4. If White 1, Black forces with 2 and 4, then makes shape with 6 to 10. This would be an efficient result for Black.

Dia. 5. If White 1, Black 2; setting up a ladder up to 10 gives Black a straightforward result. If White 5 at 6, Black plays 'a'.

Dia. 6. If White 1, Black blocks at 2. White will probably connect at 3, so Black can get sabaki by pressing at 4. Compare this to Dia. 1. Dias. 3 to 6 all look reasonable for Black.

(Translator's note. Takemiya later asked Fujisawa Shuko for his opinion of his new move, but Shuko refused comment, saying 'I won't teach you for free.' Shuko subsequently used the move in Game Five of the Kisei title match, given later in this issue.)

White 20. Simply playing at 'a' also looks possible, but the sequence from 20 on is seen quite often recently.

Black 29 is a resolute move typical of Kato. The usual move would be to defend the cutting point with 'b'; White would jump to 'a', after which Black could play at 'c'. In a sense, Black 29 and 31 lose points, and White 32 makes nice balance with 2 in the top corner. However, Kato's strategy is to make an approach move with 33, then start a fight with 37.

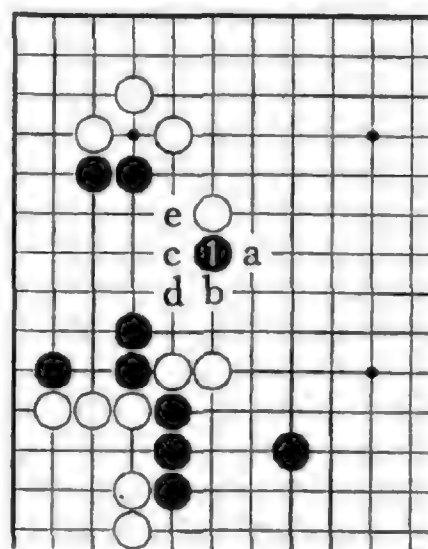
White 38. White could also crawl above 32, but Kataoka is young, so he starts a fight. This is the first decisive point of the game.

White 44. If White ignores Black 43, Black's placement at 'd' will be difficult to handle.

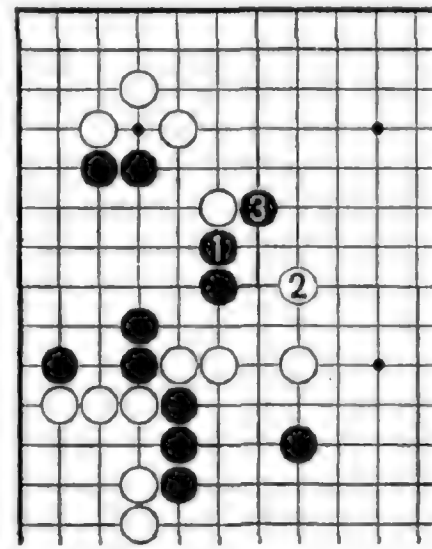
Black 45. Black would like to play at 46, but White 'e' would be severe.

Black 47 seems questionable. Good style here is attaching at 1 in Dia. 7. If White 'a', Black plays 'b'; if White 'c', then Black 'd'; if White 'e', Black 'a'.

Black 49 is slack. Black 1 in Dia. 8 is better, though that only shows that Black should have played there with 47 to begin with. If White 2, Black 3 works well.



Dia. 7



Dia. 8

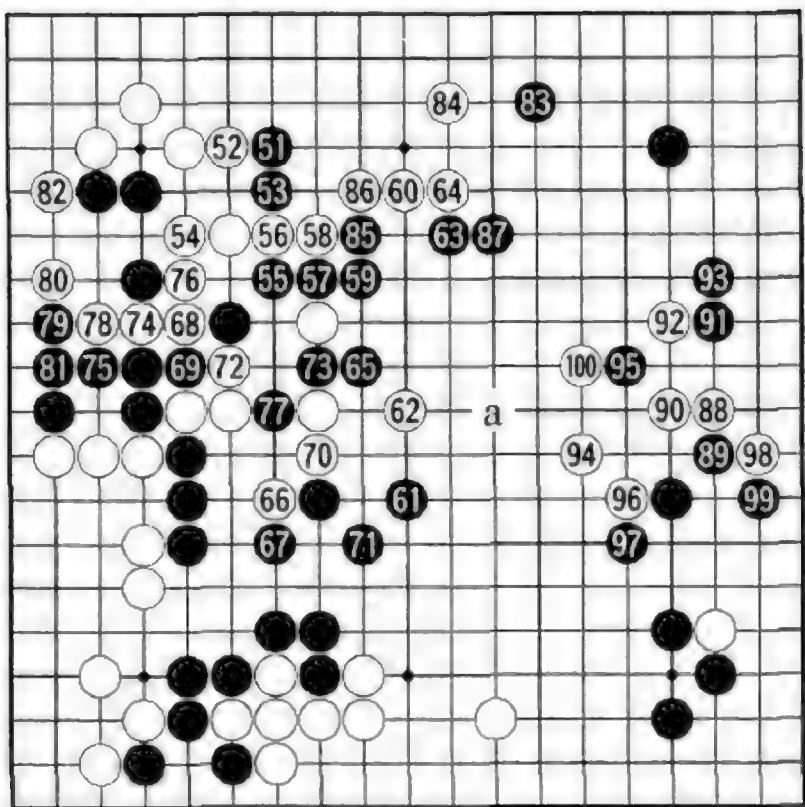


Figure 2 (51 - 100)

Figure 2 (51 - 100). *White takes the lead.*

Black 51 and 53 are inducing moves to make 55 natural. Black 51 at 55 would be such slack shape that answering at 62 would be good enough for White. After 55, White naturally pushes through at 56. White takes profit at the top, while Black builds up strength preparatory to making an attack in the centre. However, Black 65 seems dubious. I would prefer to attack by capping at 'a': Black has to block White's escape route.

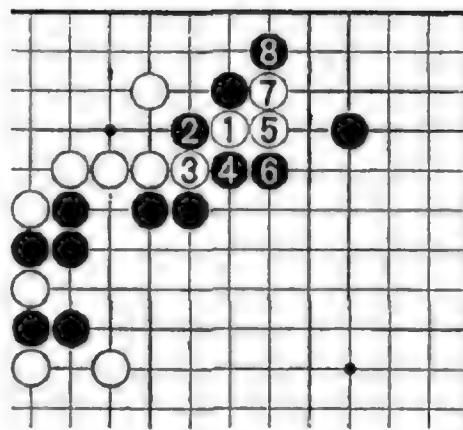
Kataoka thought carefully at this point and worked out a clever furikawari (trade). The sequence to 82, which seems to have little scope for variation, is a success for White. From the beginning White was prepared to discard the tail end of his centre group, so this result is just what he wanted.

Black 87. Black is staking his hopes on his centre moyo, but White seems to have a good lead. Up to here Kataoka has played well, without any dubious moves.

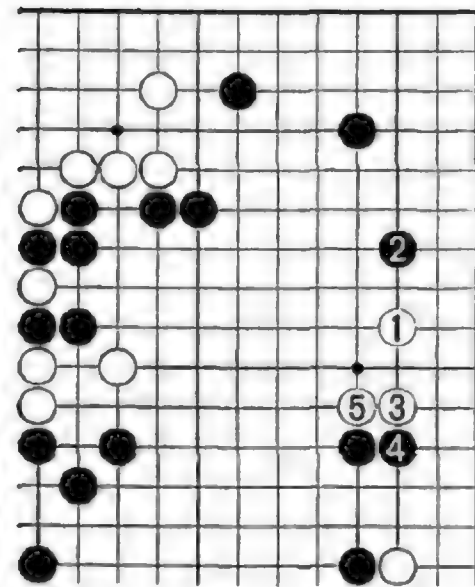
White 88. All White has to do is to reduce Black's right side territory with an invasion. White 1 in Dia. 9 seems tempting, but it does not work well. Black counters with 2 etc., so White is unable to break through.

However, White should have taken a little more care with 88 and chosen a simpler invasion.

Dia. 10. Invading one space higher at 1 is supremely simple. If Black 2, White concentrates on settling himself with 3 and 5 and should not run into any difficulties. If White settles this group, there is nothing left to fight over.



Dia. 9



Dia. 10

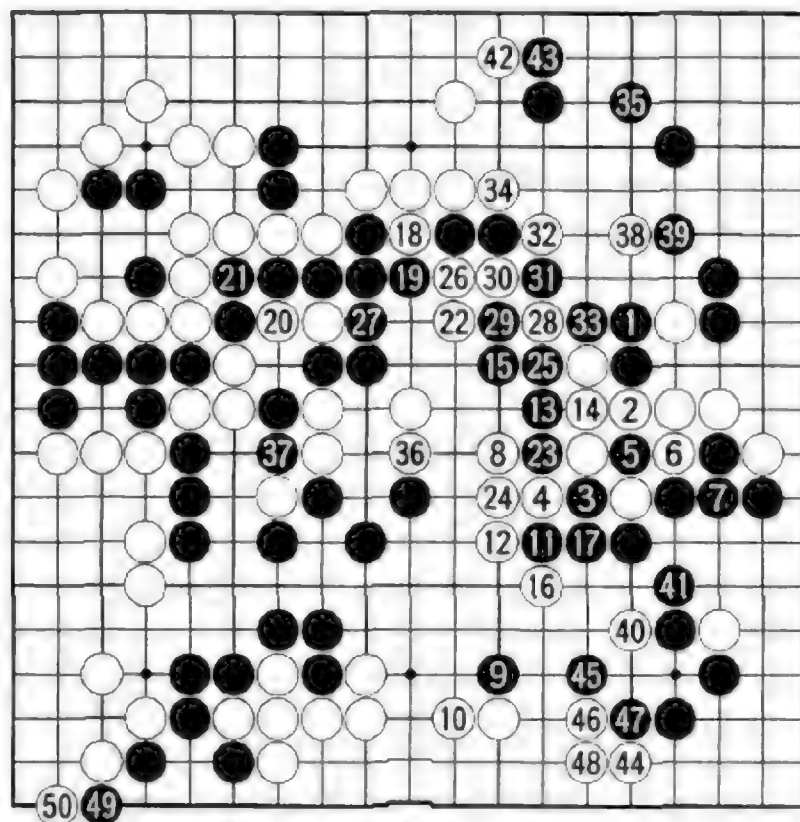


Figure 3 (101 - 150)

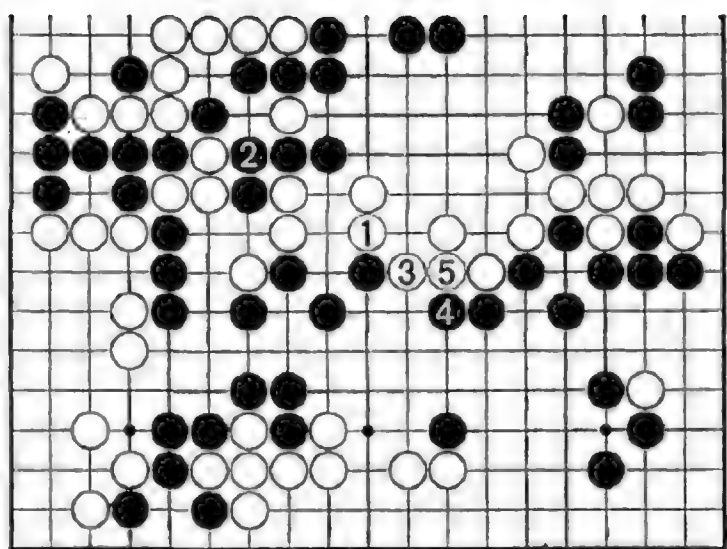
Still, that is not to say that White's play in the figure is bad. With 92, 94, 96 and 100, White gets sabaki shape.

Figure 3 (101 - 150). *Throwing the game away*

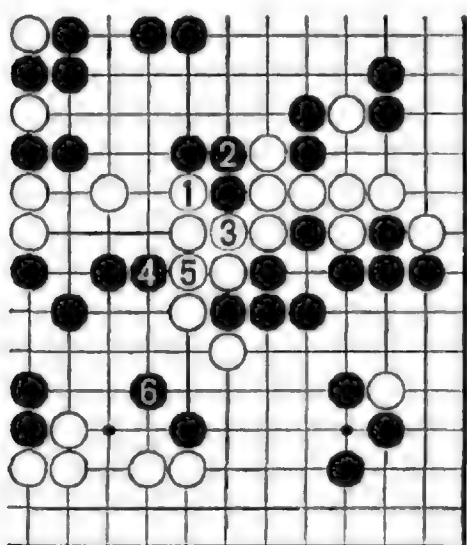
White 12 is too easy-going. With one move White throws the game away. Black's peep at 13 is severe and instantly makes it difficult for White to save his group. White is forced to give up the larger part of his group; he captures two stones by pressing at 22, but this is hardly adequate compensation. Black has clearly upset his lead. Instead of 12 -

Dia. 11. White could easily save his group by forcing with 1, then playing the hane at 3. This would make his group virtually alive and the game would be over.

White 18. Trying to save the whole group with 1 in Dia. 12 is unreasonable. White would not be able to survive after being encircled by Black



Dia. 11



Dia. 12

4 and 6.

White 20. Is this move necessary? If not, it loses White two points.

Black 35. Defending his last weak position confirms Black's lead.

The rest is just ordinary endgame. There is not even one difficult point left, so Kataoka can do nothing. It's frightening that one move can do so much damage.

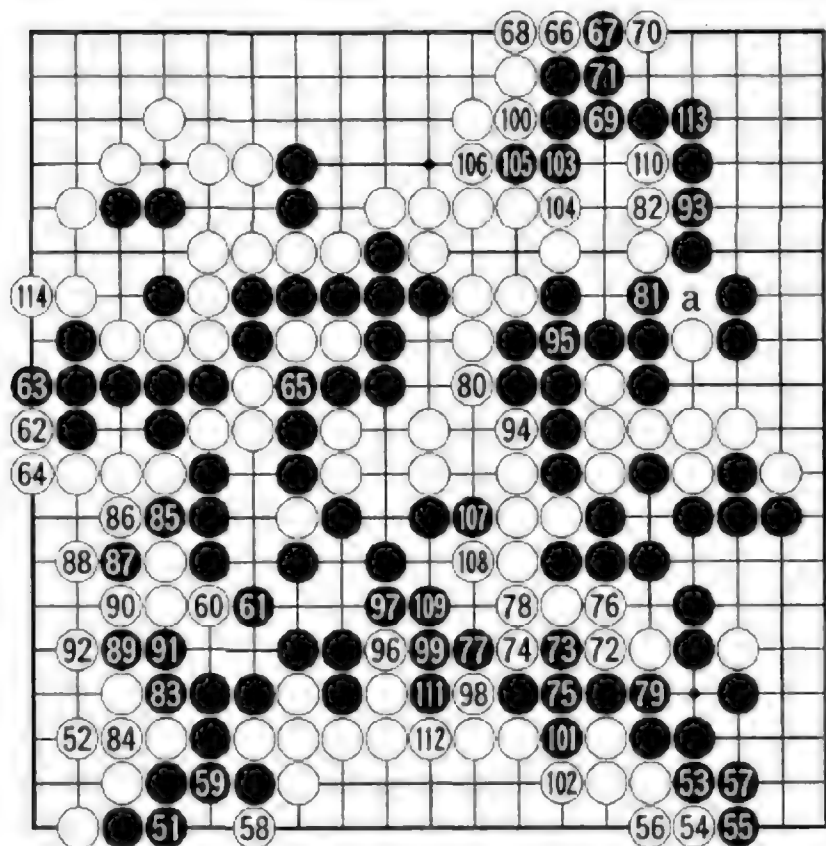


Figure 4 (151 - 214)

Figure 4 (151 - 214). A painful loss

White 80. White 81 - Black 'a' first is correct. White loses two points here. Since the final result was a 2½-point loss, that shows how much Kataoka was leading before he slipped up. It seems to me that in this game Kataoka was let down by his lack of experience.

Black wins by 2½ points.

('Igo Club', February 1983. Games 1 to 3 translated by John Power.)

Game Four

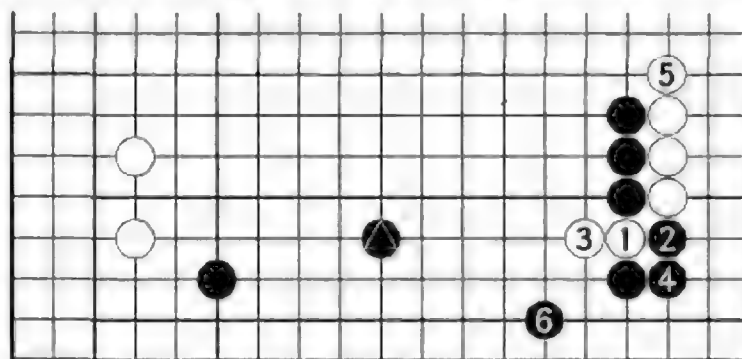
White: Kato Masao

Black: Kataoka Satoshi

Played on 13 December 1982 at the Nihon Ki-in
Commentary by Kataoka

Figure 1 (1 - 15). Black builds a large moyo.

White 8. The fuseki to 7 is the same as in Game 2. In that game, White approached at 12.



Dia. 1

White 14. Wedging in at 1 in Dia. 1 is usually a good point, but after the moves to 6 the marked black stone prevents the two white stones from working well. Nevertheless, with Black 7 in the figure in place, Black's connection at 15 is ideal for creating a moyo.

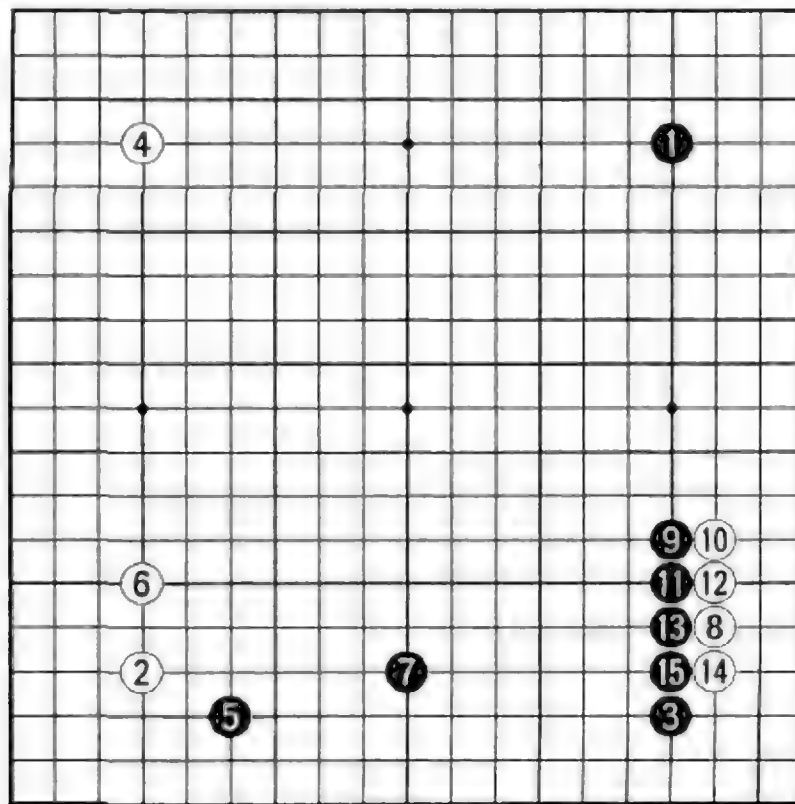


Figure 1 (1 - 15)

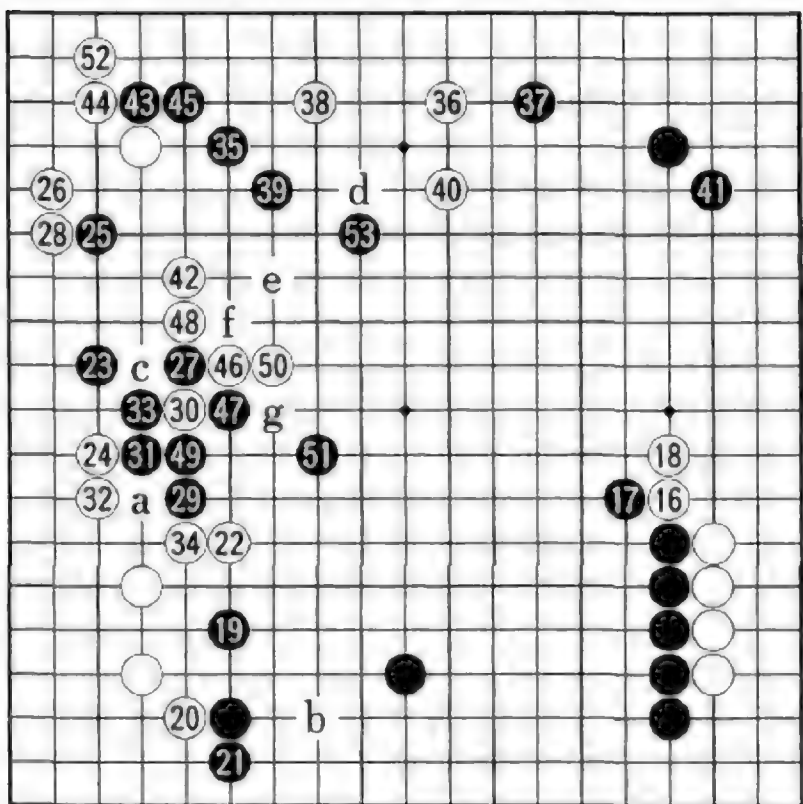


Figure 2 (16 - 53)

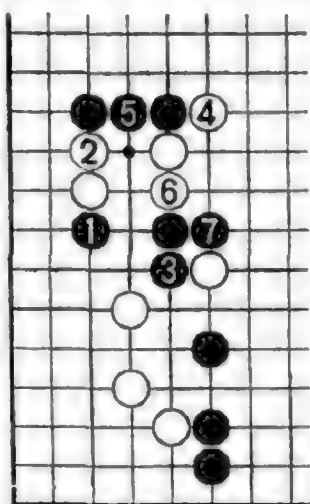
Figure 2 (16 - 53). *There were better moves.*

Black 19. Black continues to expand his moyo at the bottom.

White 20, White 22. This combination met with criticism. White should instead take up a position at 'a' or 31 and wait for a chance to invade at 'b'.

White 28. Since Black 29 is unexpectedly severe, perhaps White should peep at 33 (Black 'c', White 35 follow).

White 30 - Black 33. White 30 seems a bit desperate. Instead of taking the severe course in Dia. 2, Black settles for the simple moves of 31 and 33. Their disadvantage is that they provoke White 34, which weakens the bottom somewhat.



Dia. 2

Black 41 - Black 45. Kataoka said that closing the corner with 41 was too slow. He recommended attaching and pulling back immediately with 43 and 45, then jumping to 'd' to patch up the thinness of his stones in the upper left. He also felt 43 and 45 missed the point once White had separated Black with 42. Instead of these moves, he suggested jumping to Black 'e', followed by White 'f' and Black 'g'. In the game sequence, White keeps Black separated. Though Black makes a ponnuki, it is ineffective since it is on the inside.

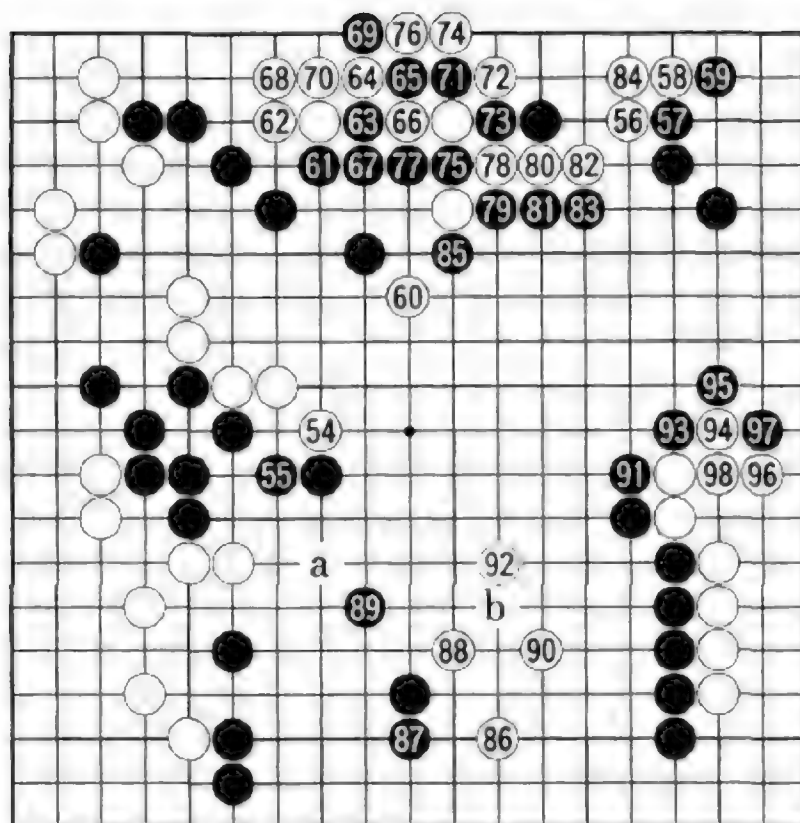


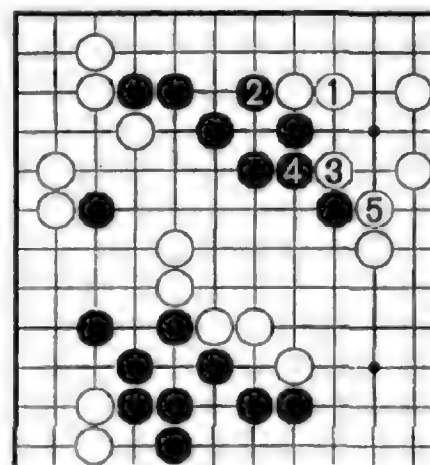
Figure 3 (54 - 98)

Figure 3 (54 - 98). *White loses ground.*

White 60. White puts pressure on Black from the outside.

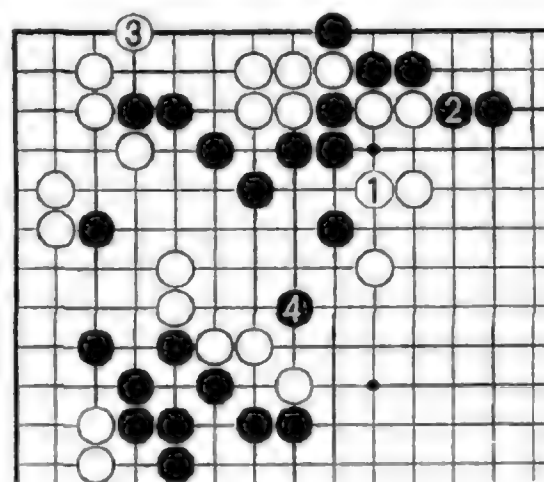
White 62. White takes the vital point in this shape, but perhaps the calmer move in Dia. 3 would have been better.

After Black 2 White can still aim at attacking with 3 and 5. The sequence that results in the figure is a one-way street that settles the top.



Dia. 3

White 72. During the game Kataoka was a little worried about 1 in Dia. 4, but felt that Black 4 would have sufficed to take care of his stones.



Dia. 4

White 78. A vigorous move leading to a division of profit and influence. Fujisawa Kisei's judgement was that Black had the advantage.

White 86. Kataoka was grateful for this invasion. White must come in from 'a' to stay in the game.

Black 93 — Black 95. The two-step hane turns Black's thickness at the top into a moyo. If White extends at 93 with 92, Black 'b' puts him on the spot.

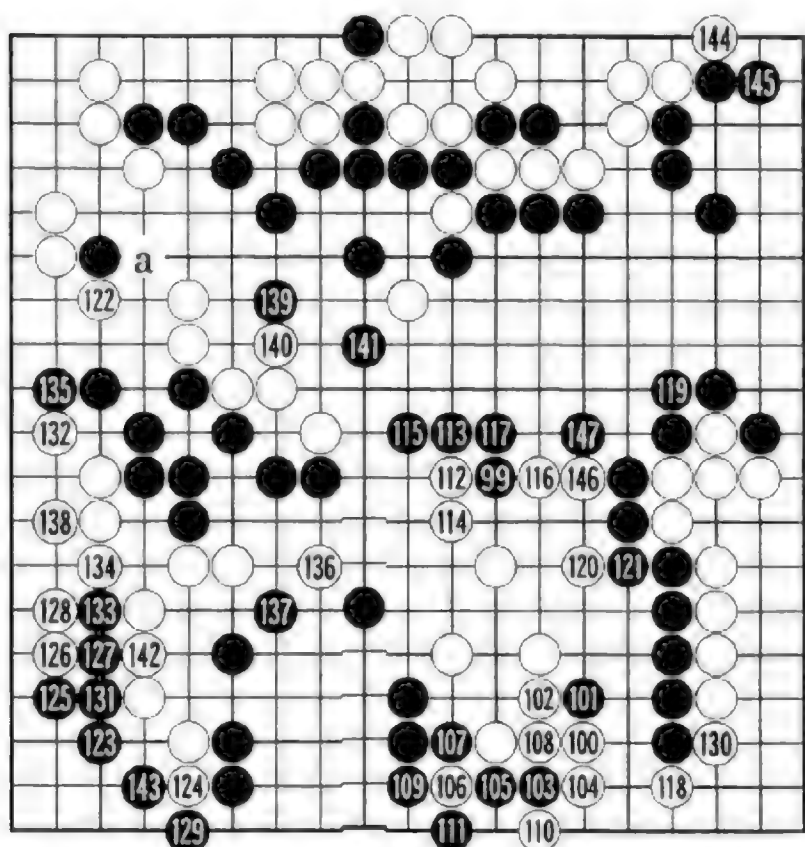


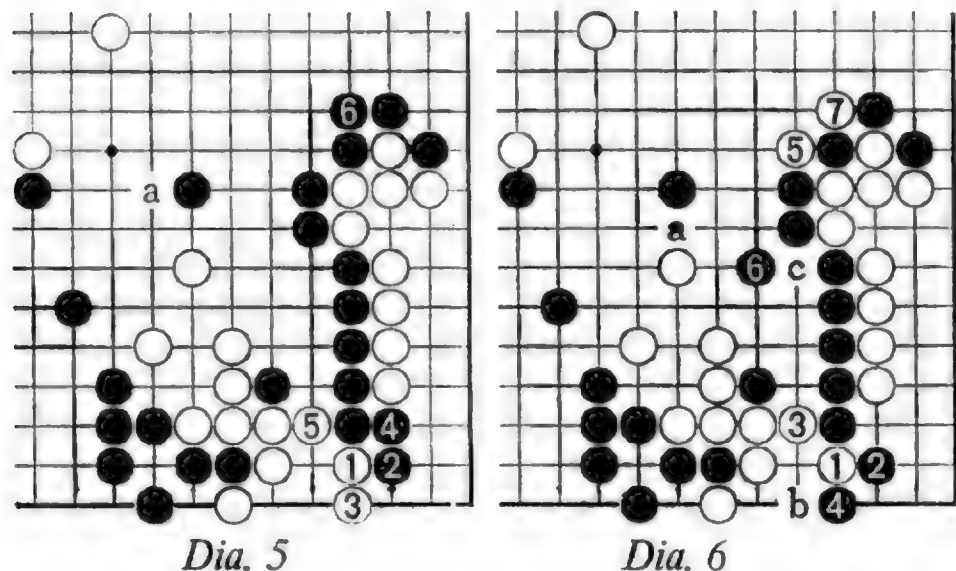
Figure 4 (99 - 147)

Figure 4 (99 - 147). *The losing move*

Black 99. Black returns to the attack. He continues to push White around with 101 and 103, moves which also support his stones to the right.

White 112, White 114. Attaching and pulling back are the losing moves. The only move for White is 1 in Dia. 5, which gives him an eye in the sequence to 5. The result in the diagram is the same as in the figure except for the critical difference that Black has not been strengthened in the center by White 'a'.

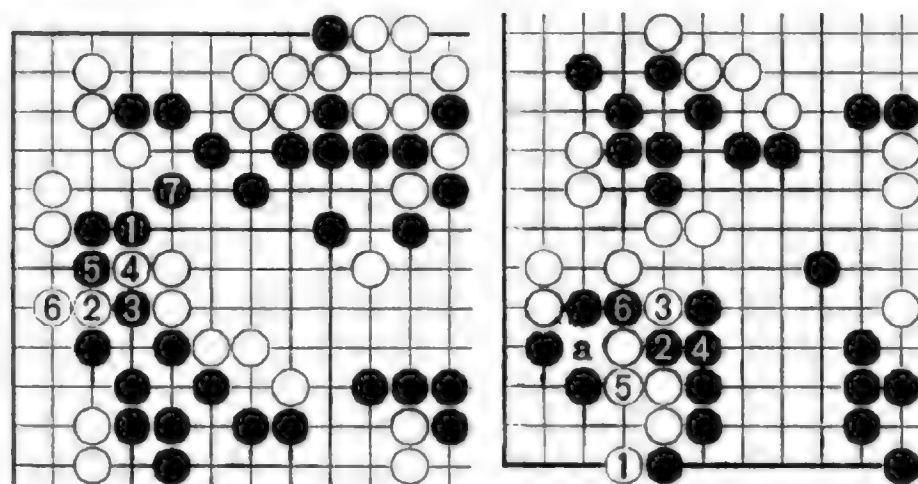
An alternative for White is the strong 1 - 3 combination in Dia. 6. After the ponnuki with 5



and 7 White can play a ko at 'b' if Black plays 'a'. If Black connects instead at 7 with 6, White can cut at 'c'.

Black 119. When Black connects, his lead seems safe since his central thickness makes the cut at 'a' severe.

White 122. If White omits this move, Black cuts at 1 in Dia. 7. White's only resistance is 2, but this just leads to a one-sided ko in Black's favor.



Dia. 7

Dia. 8

White 124. Blocking at 131, which lets Black connect underneath, would be the reasonable exchange. When White blocks Black's connection, the black hane at 129 after 125 and 127 is the tesuji. The reason becomes clear in Dia. 8 if White tries to block at 1: Black 2 and 6 prevent him from cutting at 'a'.

Black 141. Only the endgame remains.

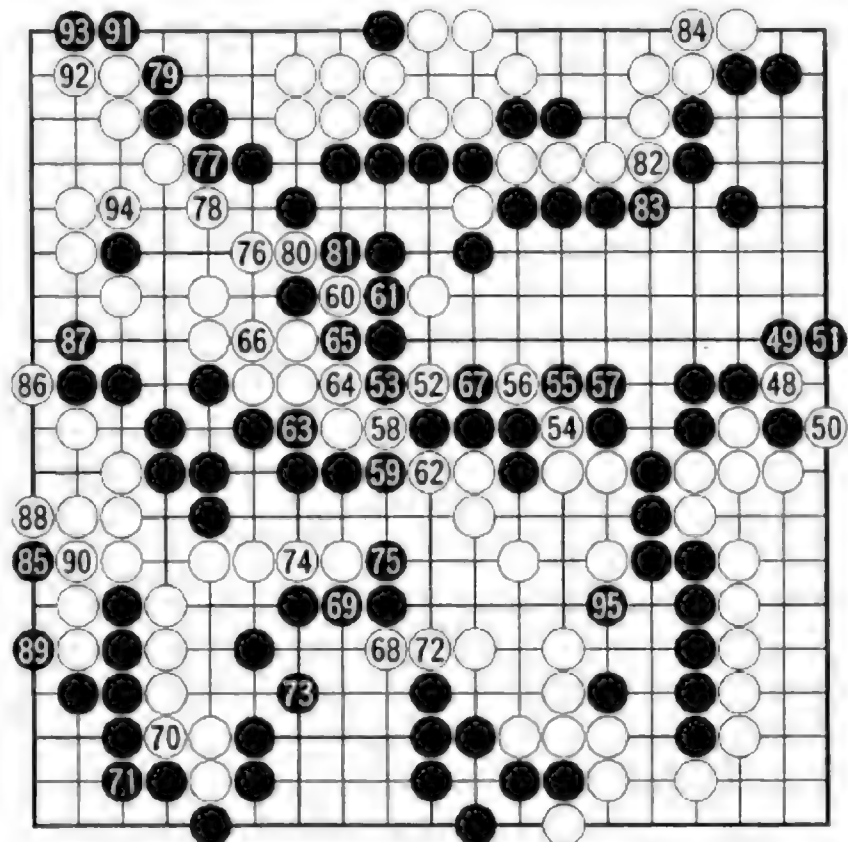


Figure 5 (148 - 195)

Figure 5 (148 - 195). *The series is even. White resigns after Black 195.*

('Igo Club', March 1983)

Game Five

White: Kato Masao

Black: Kataoka Satoshi

Played 27 December 1982 at the Nihon Ki-in

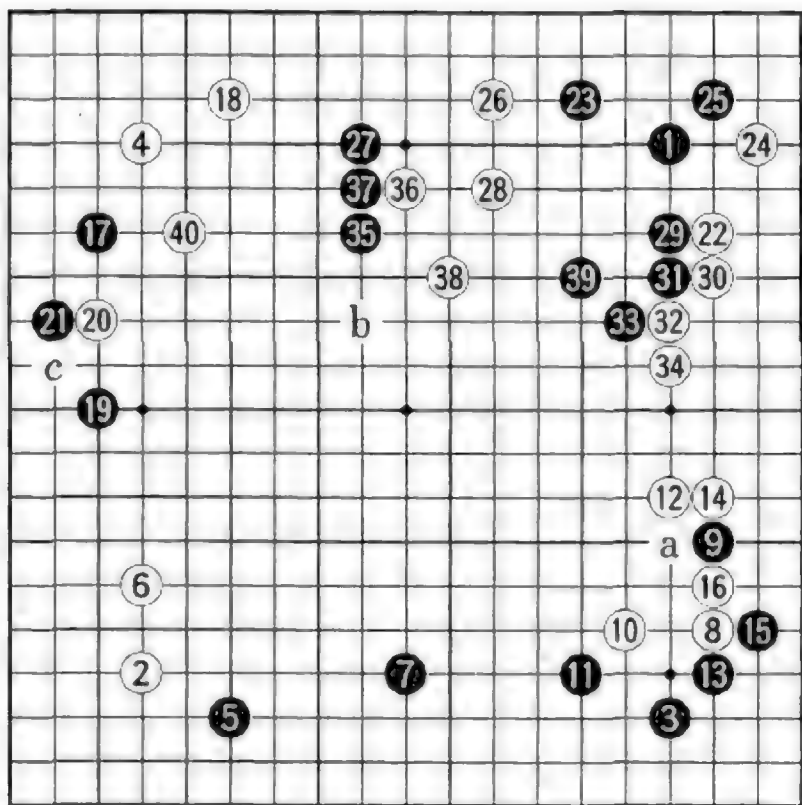


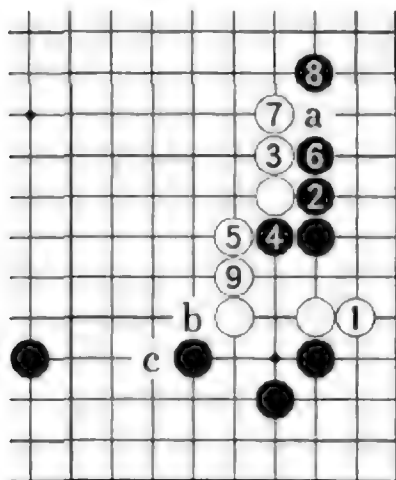
Figure 1 (1 - 40)

Figure 1 (1 - 40). A new move

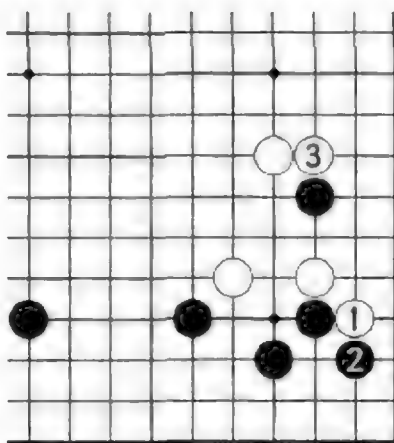
Black 7. This makes the third time this pattern has appeared in this series.

Black 9. In Game Four Kataoka played the high pincer at 'a'.

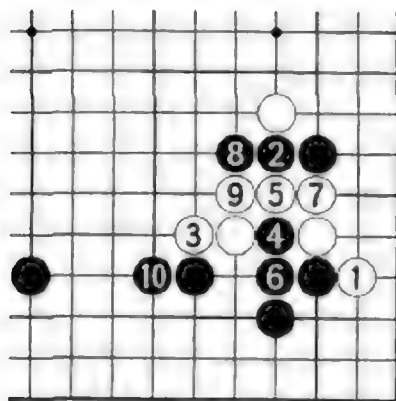
White 14. The usual joseki is the sequence to 9 in Dia. 1. Black 8 at 'a', followed by White 'b' and Black 'c', is a variation played by Kobayashi



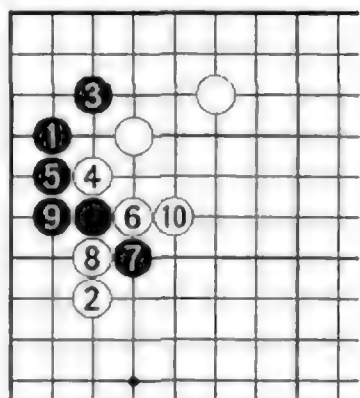
Dia. 1



Dia. 2



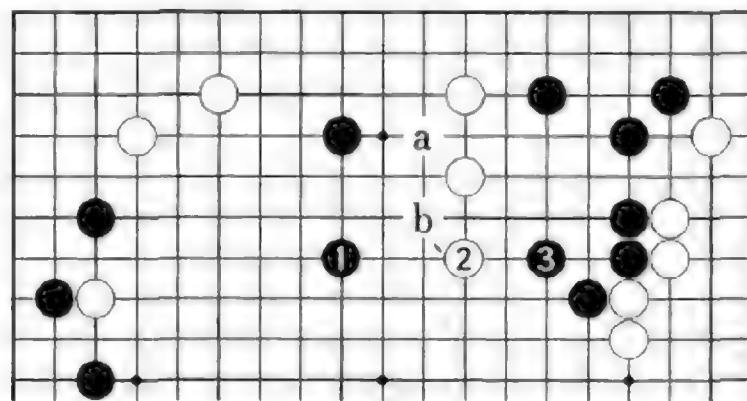
Dia. 3



Dia. 4

Koichi (see GW27, p. 25). Kato was experimenting with this joseki at the end of last year (see page 28 of this issue). In a game against Kobayashi Koichi, he played 1 and 3 in Dia. 2, but did not try it in this game because Shuko discovered a good counter for Black, shown in Dia. 3. In this game White builds a strong position with 14 and 16.

Black 19. Sliding into the corner with 1 in Dia. 4 lets White pincer at 2, leading to the joseki up to 10 (White draws back at 10 since the ladder favors Black). Kataoka disliked this result because White's left side position works too well with his thickness in the lower right.



Dia. 5

Black 35. Kataoka said that this move should be the two-space jump in Dia. 5. After White 2 and Black 3 Black has the peeps at 'a' and 'b' if he gets in a pinch, so the two-space jump is not as thin as it first appears.

White 40. A powerful move aiming at both 'b' and 'c'. Kataoka had failed to foresee it.

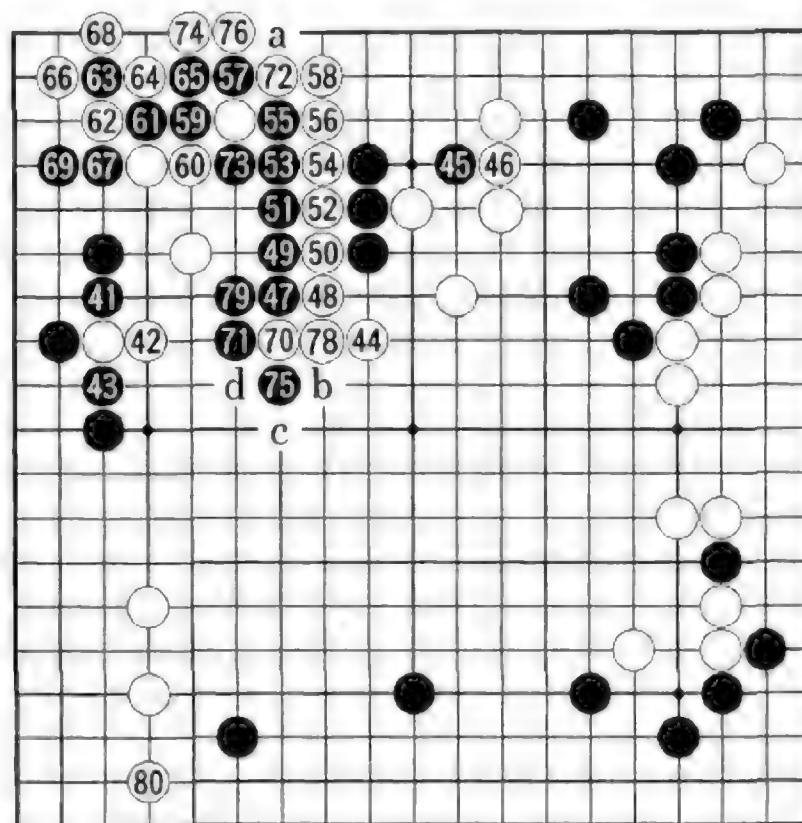


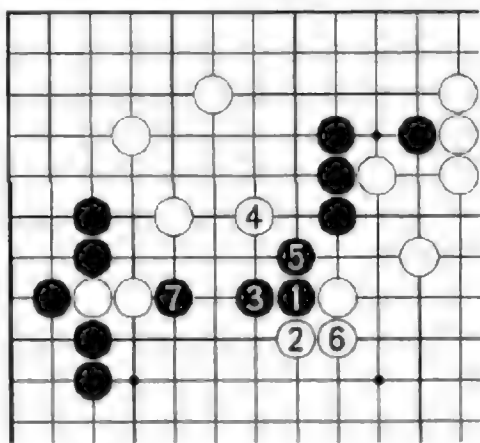
Figure 2 (41 - 80)

77: connects above 73

Figure 2 (41 - 80). Kato forces a swap.

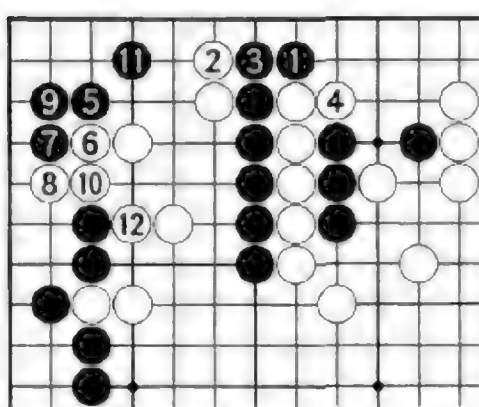
White 48. A forceful move typical of Kato and

also the longest of the match. Black must surrender his four stones, which means that the exchange of Black 45 for White 46 is a loss. Instead of 47, Black could have attached at 1 in Dia. 6 and linked up his stones to 7, but Kataoka did not play this way out of distaste for the White 4 – Black 5 exchange.

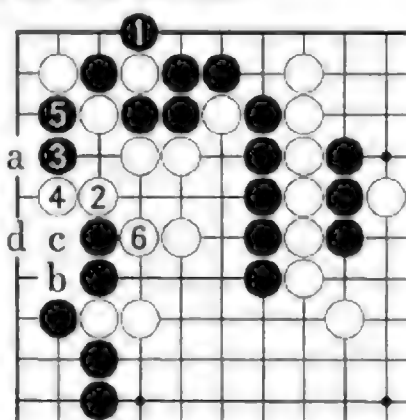


Dia. 6

Black 57. Kataoka rejected the hane in Dia. 7 since White's forcing move at 2 lets him live with 12 after Black has lived in the corner.



Dia. 7



Dia. 8

Black 67. The fighting in the upper left corner, with Black pressing the attack and White developing a sabaki shape, has followed a natural course. If, for example, Black captures the white stone in Dia. 8 with 67 he cannot do much after White 2; after White 6 White cannot easily be stopped from escaping. White can also set up a ko with the forcing move at 'a' followed by White 'b' – Black 'c' – White 'd'.

Black 75. Black cannot block at 76 because the ko after White 'a' is unreasonable for him.

White 78. White 'b' followed by Black 79 – White 'c' – Black 'd' is also possible and perhaps stronger. Kato, however, seems to have been feeling optimistic at this point and probably decided that the cut at 'd' was sufficient. Kataoka's assessment was that White was a little better, but that it was close.

Figure 3 (81 – 128). Kato lets up too much.

Black 81. A solid move. Black 'a' or 'b' is more efficient, but a white invasion at 'c' or 'd' would upset the territorial balance. Black 85 is another patient move in the same vein.

White 88, Black 91. Kataoka's patience seems to lull Kato into a doubtful move. Instead of

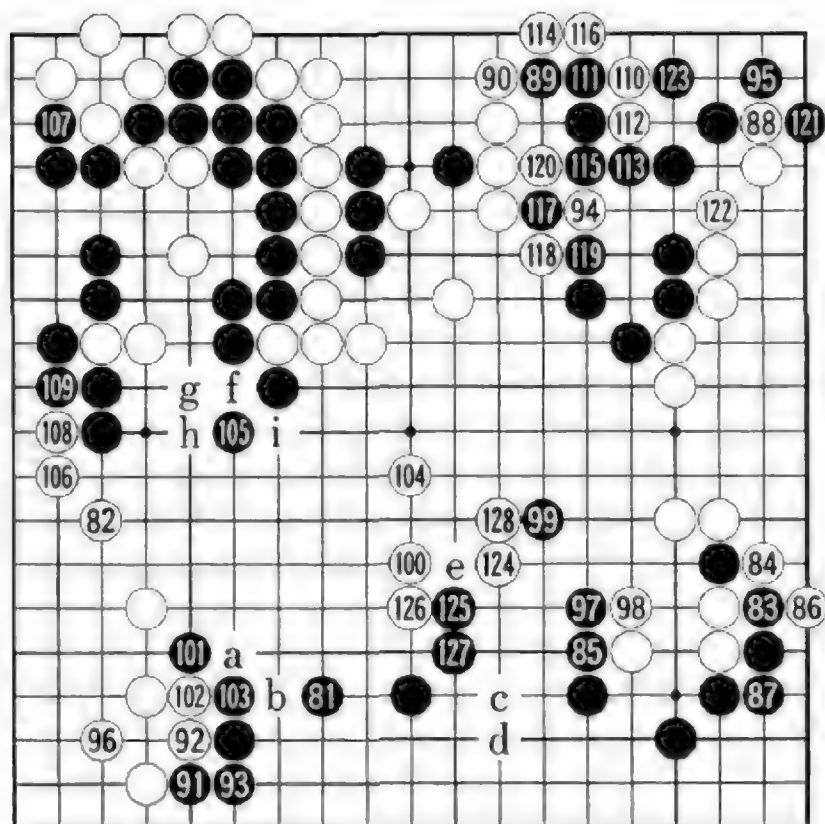
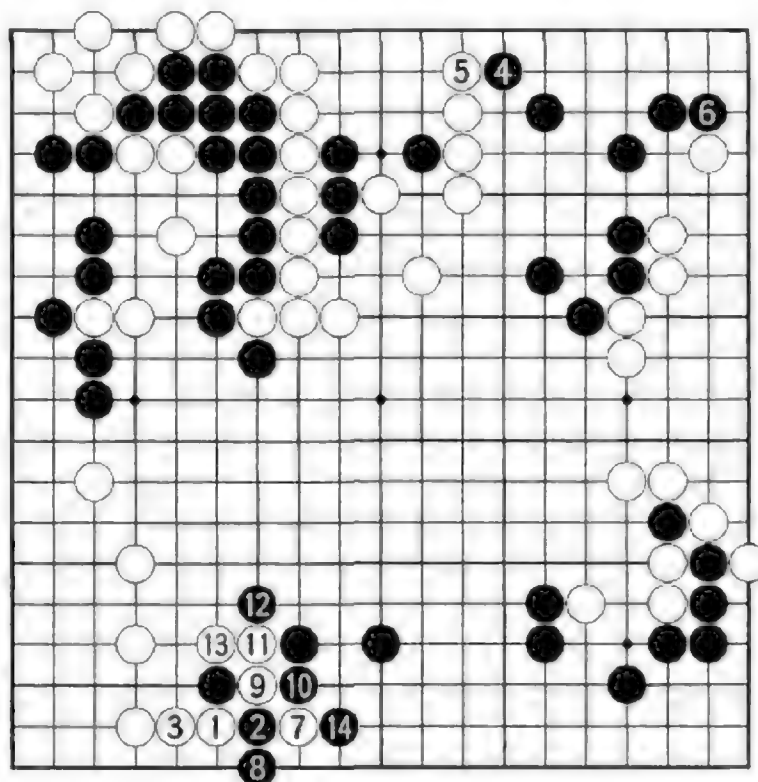


Figure 3 (81 – 128)

crawling, White should play 1 and 3 in Dia. 9. Since Black has no choice about 4 and 6, White gets the large endgame sequence to 13. Though the game is still close, Black seems to be losing. As it was, Kataoka was happy to be able to play 91. Kato's excuse was that he thought he had enough moves to aim at in the upper right to justify letting Black have 91.

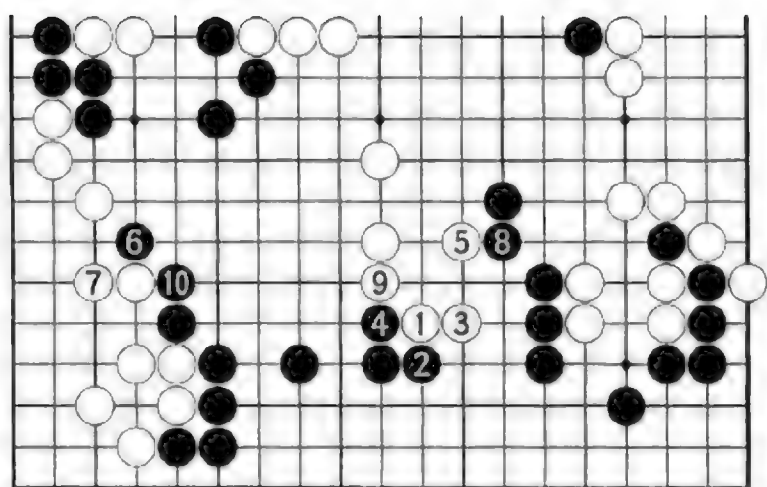


Dia. 9

Black 99. Black 'e' may be better.

Black 105. The game has already entered the large yose stage. Black 105 is necessary as White can capture the black stone in a ladder with White 'f' – Black 105 – White 'g' – Black 'h' – White 'i'.

White 124. Kato said he probably should have played 1 and 3 in Dia. 10 (next page) since he disliked the peep at 125. Kataoka said he would have then taken thickness up to 10.



Dia. 10

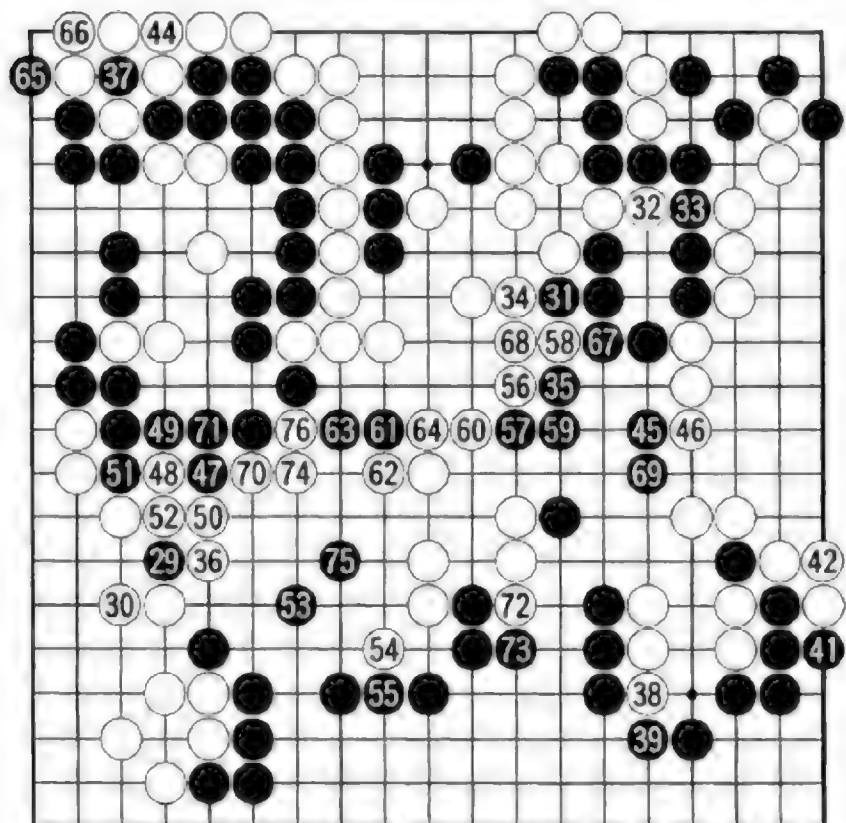


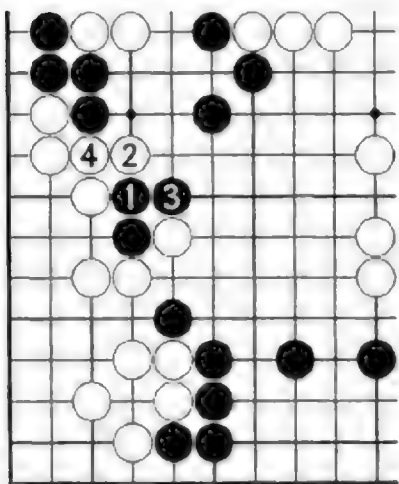
Figure 4 (129 – 176)
40, 43: ko at 37

Figure 4 (129 – 176). Whose half-point victory?

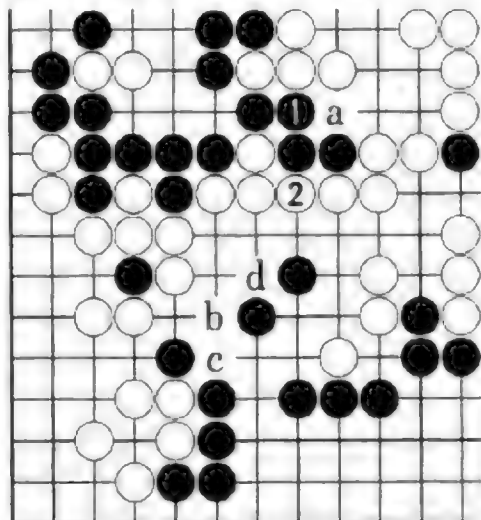
The professionals following the game had split up into groups to work out the yose. Though all agreed it would be a half-point decision, they could not determine whose victory it would be.

Black 47. There is no difference between the sequence in the figure and the yose in Dia. 11.

Black 75. If Black connects at 76, White makes some unexpected territory with 75 and wins.



Dia. 11



Dia. 12

White 76. This is a good point and seems to give Kato the edge. Black must connect at 1 in Dia. 12, but White 'a' is sente. Next, White has the sequence White 'b' – Black 'c' – White 'd'.

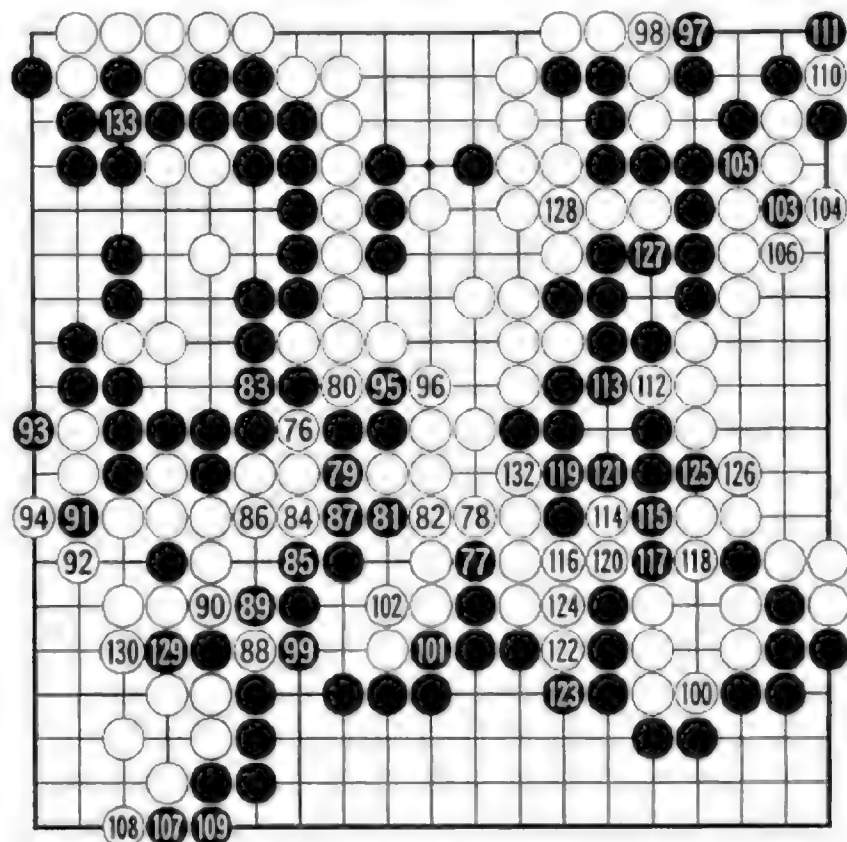
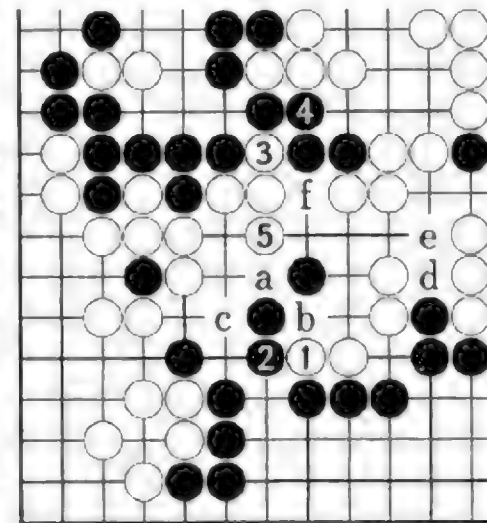


Figure 5 (176 – 233)
131: connects at 88

Figure 5 (176 – 233). Kataoka pulls it out.

Black 77, Black 79. Since he cannot win with 80, Kataoka resists, surprising his fellow professionals with the exquisite move at 79. The result is that White cannot make a point in the center. If White takes at 83 with 82, he loses when Black captures at 82. After this, Kato has no chance to reverse the lead, and Kataoka, at 24, had won his first major title by a hair's-breadth.

It was not until two hours into the postgame discussion that Kato found White 1 in Dia. 13. Forcing here before playing 3 (76 in the game), then coming back to 5 after 3 gives White a point as White 'a' – Black 'b' – White 'c' is his privilege. If Black follows the game sequence after White 3 by pushing through with Black 4 at 'f' after Black 'd' – White 'e', White 5 is good.



Black wins by ½ point. Dia. 13

(Adapted from a commentary in the Tokyo Shimbun. Games 4 and 5 translated by David Thayer.)

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7th Kisei Tournament

Japanese go journalists dubbed this year's Kisei series 'the fight of the century'. Well, there have been many 'fights of the century' in the previous eight decades, but this Kisei match certainly deserves an honourable place amongst them. One wonders if one will see another such dramatic clash in the 1980's. In the one corner, the champion, Fujisawa Shuko, a great individualist who has defied conventional wisdom by monopolising the top go title for six years despite the handicap of age (he is the first player to hold a top title, i.e. one with two-day games, for more than one term in his fifties) and a monumental drinking problem. In the other corner, the youthful challenger, Cho Chikun, a prodigy who has lived and breathed go since he came to Japan at the age of six and who now, at the ripe old age of 26, is busy re-writing the Japanese record book. In his native Korea Cho is a national hero: his triumphs make front-page headlines and every move of his title games is immediately relayed back to Korea. These two, Shuko and Cho, are probably the most formidable pair to meet in a title match for decades.

The quality of the go in this year's Kisei title match was worthy of the protagonists. In view of the originality and variety of the play, it is probably the most interesting of the seven title matches to date. The result, with Cho dethroning Shuko, marks the end of an era, for Shuko was the last member of the generation of great players which came to the fore after the war still to hold a major title. His contemporaries Sakata and Takagawa, who with Shuko dominated go in the 1950's and 1960's and who were still an important force in the 1970's, are still active but no longer have the endurance necessary for two-day games. Thanks to Shuko the titles have not been completely dominated by the younger players; one hopes that he is not yet ready to hang up his spurs.

Before looking at the title match, we present our customary review of the whole tournament.

Stage One

Listed below are the winners of the individual dan sections. Other players listed also gained a place in the second stage of the tournament.

- 1-dan: Tei Meiki (Taiwan)
- 2-dan: Hidaka Toshiyuki
- 3-dan: Ishikura Noboru
- 4-dan: Imamura Toshiya (Kansai Ki-in)
- 5-dan: Kanda Ei
- 6-dan: O Rissei (Taiwan)
- 7-dan: Sato Masaharu; 2nd: Fukui Masaaki
- 8-dan: Hane Yasumasa; 2nd: Ishida Akira
- 9-dan: Ushinohama Satsuo (K.K.); 2nd: Ishida Yoshio; 3rd: Hashimoto Shoji (K.K.); Ishii Kunio

9-dan Final

White: Ushinohama Satsuo

Black: Ishida Yoshio

Komi: 5½; 6 hours each

Played on 10 June 1982 at the Nihon Ki-in.

Commentary by Kato Masao

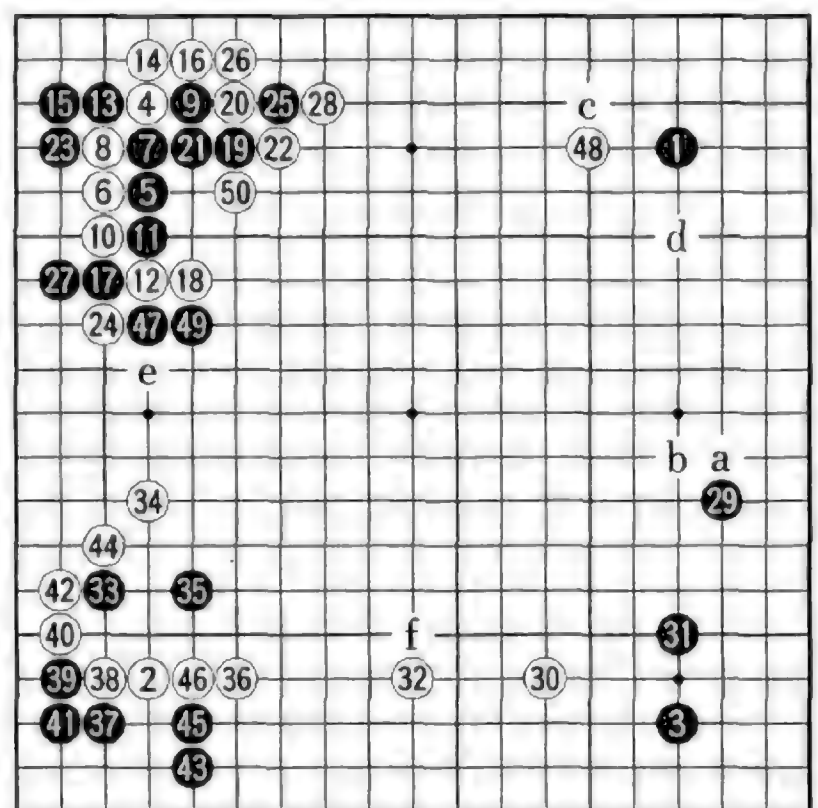


Figure 1 (1 – 50)

Figure 1 (1 – 50)

Black 29 looks strange: 'a' or 'b' would be usual. The idea is that if White plays 'c' later, Black 'd' will make good balance with 29 and 3. White answers with 30, emphasizing the centre.

Black 47 is a probe. If White 'e', Black will

play a ladder-block at 'f'. However, enclosing the top right corner with 'c' was more urgent. That would have given Black a handy lead in territory. Ishida expected Ushinohama to answer 47 and intended to play 'c' next.

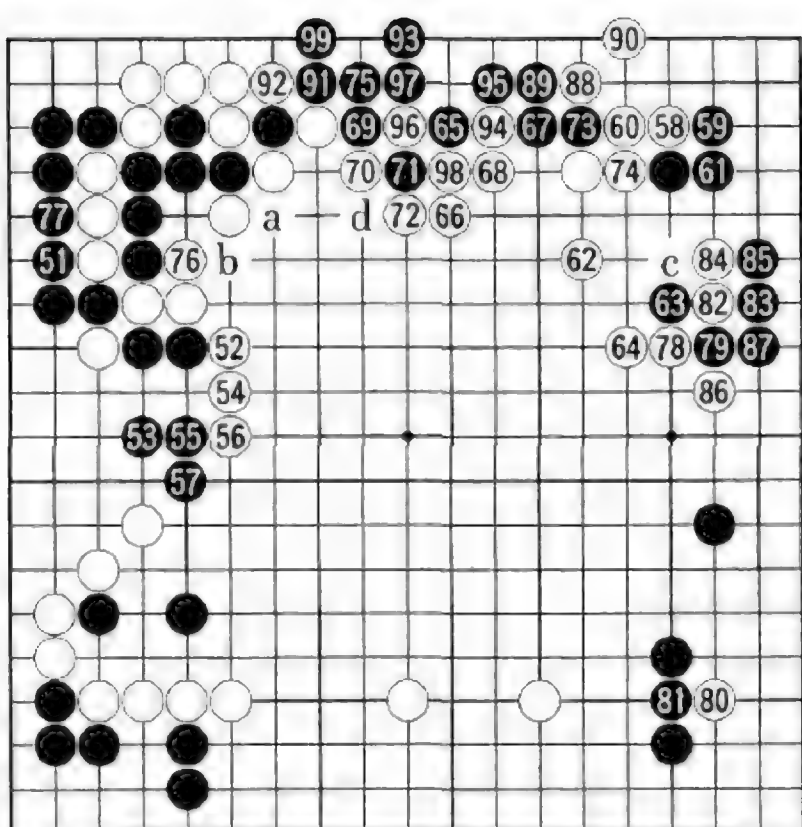


Figure 2 (51 - 100)
100: ko

Figure 2 (51 - 100)

Black 65 is a severe invasion. If White answers at 67, Black will attach at 69, forcing White 91, then jump out at 66.

The result to 75 looks like a success for Black, but actually he has neglected to make an important move. Before playing 73, Black should throw in a cut at 'a', which would give him a large follow-up at 'b'.

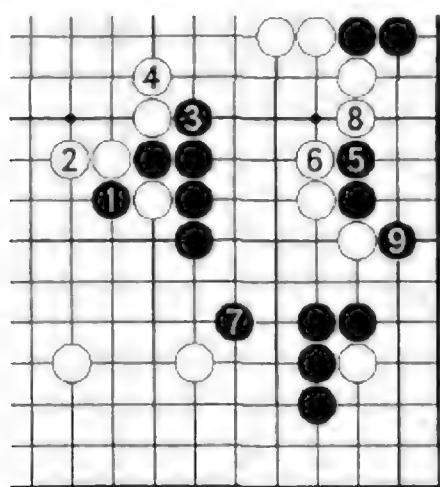
Black 83. Black should extend at 86; if White 'c', Black could still link up with 83 and 85 and his position below on the right side would be much stronger.

White 88 etc. A well-timed forcing sequence: Black loses the aji of the cut at 'a' and also the cut at 'd'.

Figure 3 (101 - 150)

White 2. An excellent move: the game is beginning to look promising for White.

Black 5. Ishida regretted not pulling back at 6,



Dia. 1

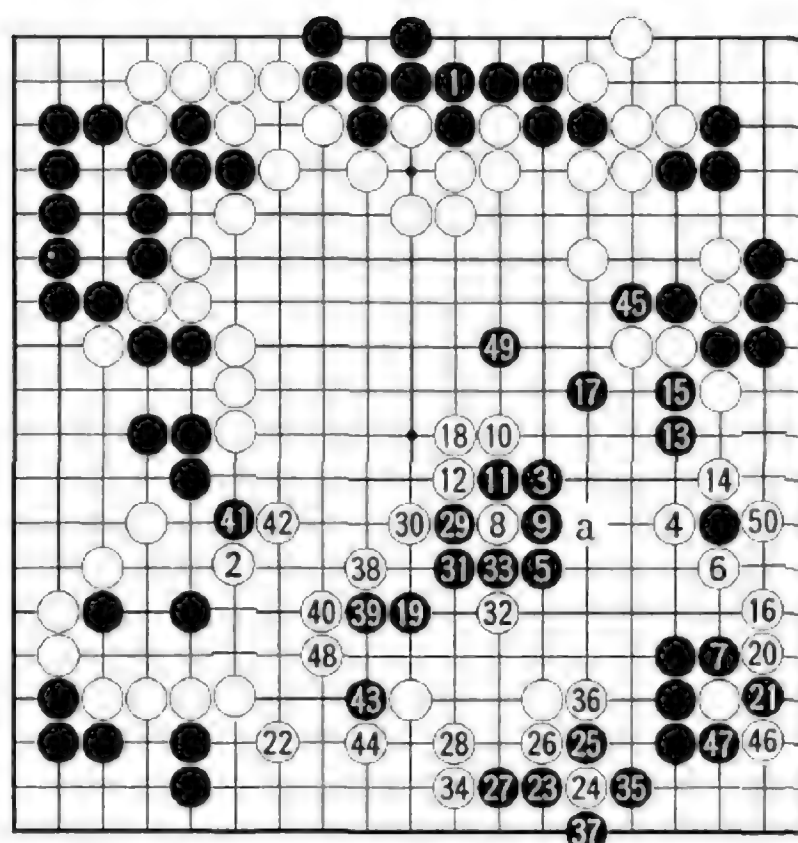


Figure 3 (101 - 150)

though that would have placed Black 3 in considerable danger (White attacks at 'a').

Black 13 is bad; Black should follow Dia. 1 instead. Black 1 and 3 keep sente, so Black can play 5 next, preventing White from playing the big move of 14 in the figure.

Figure 4 (151 - 200)

White 68 is a good answer to Black's ko threat at 67. White 72 makes Black short of liberties, so White is able to pull out his two stones with 76 and 78. Even if Black cuts at 'a', White is alive at the top. Black 67 backfired.

Black 89. Connecting at 98 is not profitable: White plays 'b', threatening 'c' next.

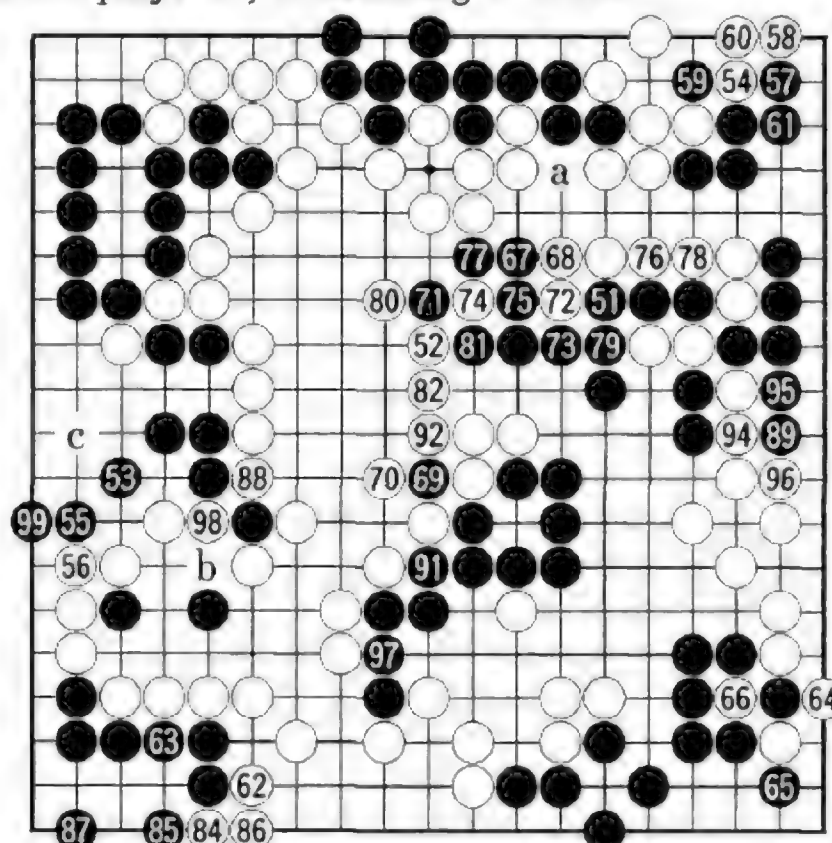


Figure 4 (151 - 200)
Ko: 83, 90, 93, 100



Ushinohama Satsuo 9-dan

Born 22 January 1948 in Kagoshima. Became a disciple of Miyamoto Naoki 9-dan, made shodan at the Kansai Ki-in in 1963, reached 9-dan in 1977. Major previous success was entering the 4th Meijin league in 1979, scored 2–6. Has an individualistic go style and favours thickness.

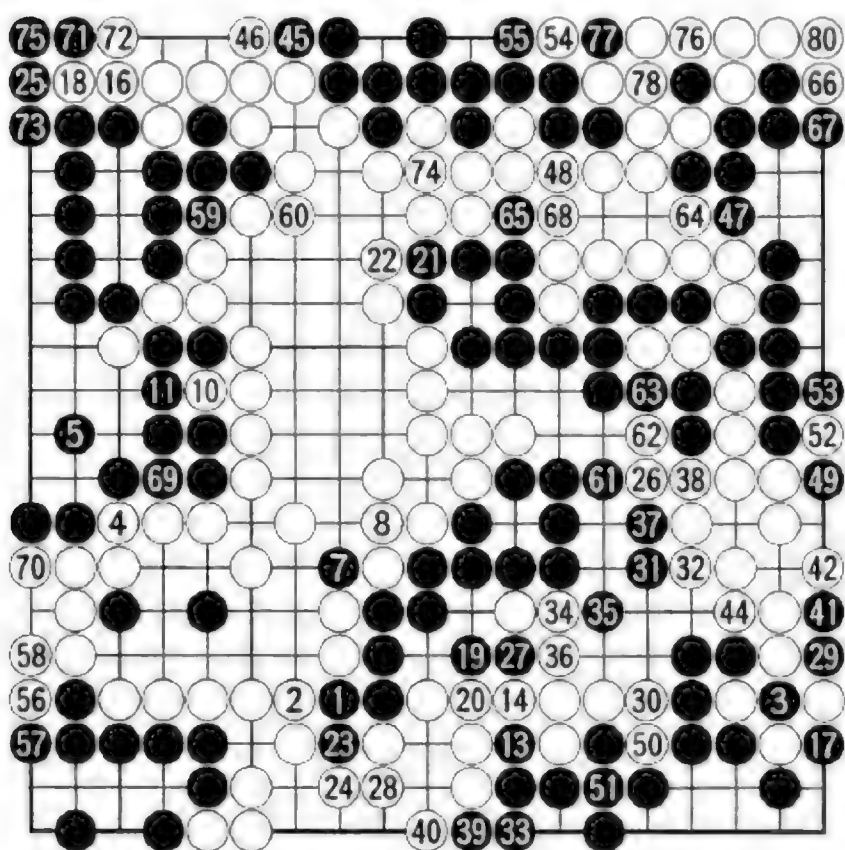


Figure 5 (201 – 280)

*Ko: 6, 9, 12, 15; 43: connects (right of 3);
79: connects (at 54)*

Figure 5 (201 – 280)

Ushinohama owed his victory in this game to the effectiveness of the thickness that he built in the centre early in the game. It was this thickness that helped him to live so handily inside Black's sphere of influence on the right side. For his part, Ishida lost his chance of winning when he let slip the opportunity to make the cut at 'a'

in Figure 2.

This was the third time a Kansai Ki-in player had won the 9-dan section (Shiraishi Yutaka won it the previous year and in the 1st Kisei), so the 9-dans at least are upholding the honour of the Kansai Ki-in.

White wins by 2½ points.

Stage Two

The second stage begins with a kind of knock-out tournament between the lower dan section winners. The results were:

Hidaka beat Tei, then lost to Ishikura, who lost to Imamura, who beat Kanda, but lost to O Rissei, who beat Fukui. This earned O a place in the quarter-finals.

Last year the system for selecting the participants in the quarter-finals was changed. The 9-dan winner and second place-getter were seeded into Stage Three and their places in Stage Two were taken by the 5th place-getter in the 9-dan section, who was Magari Reiki, and the loser of the previous year's Stage Three final, who was Kobayashi Koichi. The results:

Quarter-finals. Kobayashi beat Ishida Akira, Ishii b. Sato, Hane b. Hashimoto Shoji, Magari b. O.

Semifinals. Kobayashi b. Ishii, Hane b. Magari.

Final. Kobayashi b. Hane.

Below we present the final. The prizemoney for this is ¥2,000,000, so it is worth almost as much as winning a minor title.

Stage Two Final

White: Hane Yasumasa 9-dan

Black: Kobayashi Koichi 9-dan

Played on 19 August 1982 at the Nagoya branch of the Nihon Ki-in.

Commentary by Iwata Tatsuaki 9-dan

Figure 1 (1 – 50)

Black 25. Black could also cut at 'a'.

White 38, 40. White wants to use his thickness at the top to attack Black; the latter defies him by switching to 41. If Black played 41 at 45, White would play 'b'. Black might also feel that 41 at 45 would be too close to White's thickness.

White 42 looks severe, but it is not really if White cannot continue with 44 at 45. If White 45 –

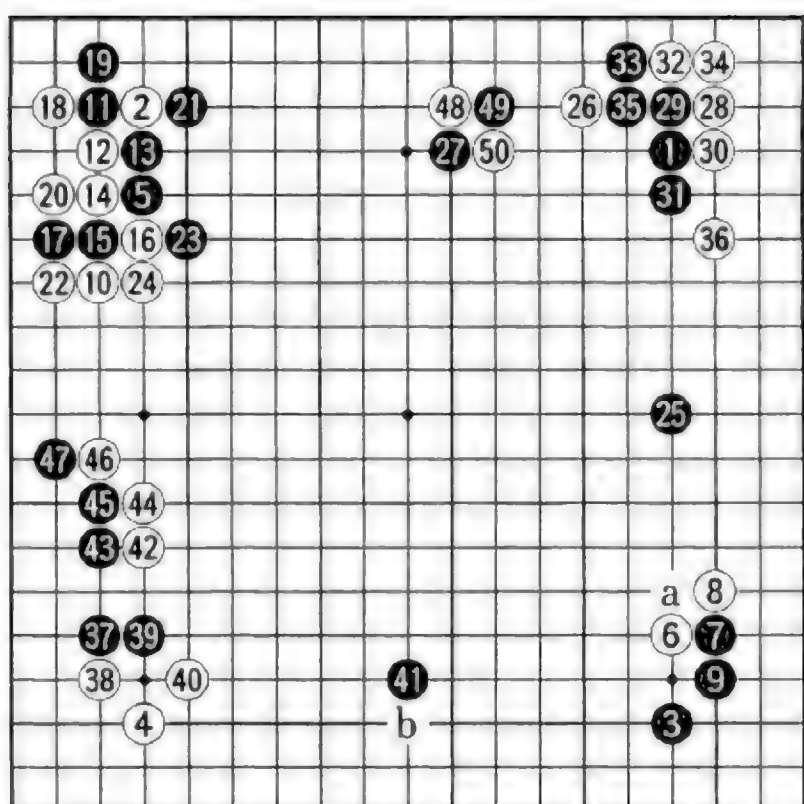


Figure 1 (1 - 50)

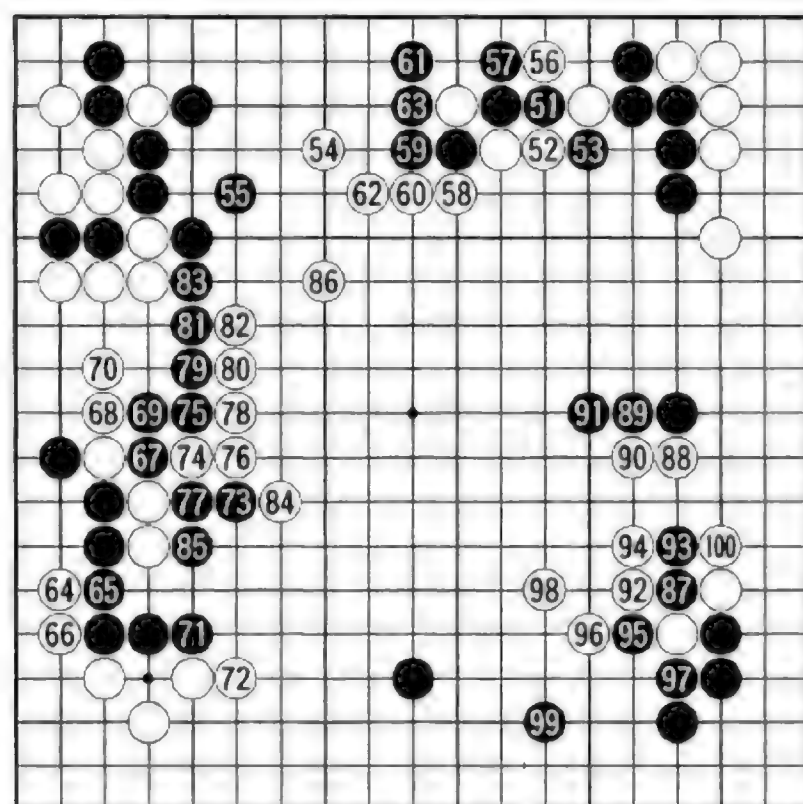
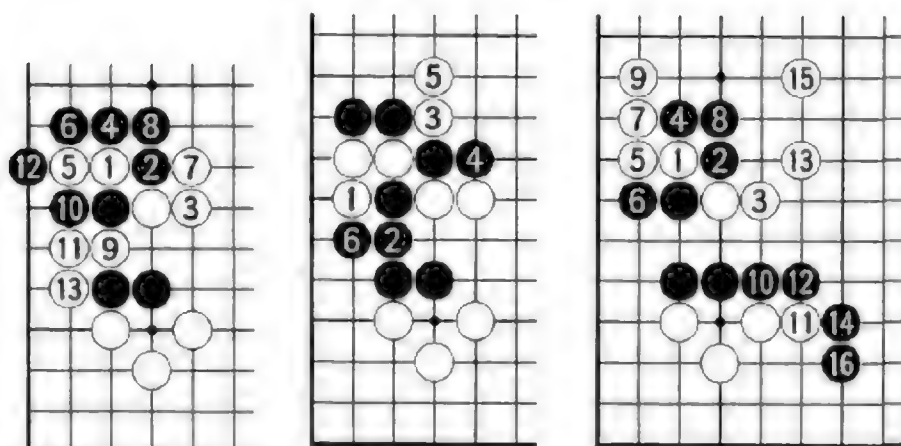


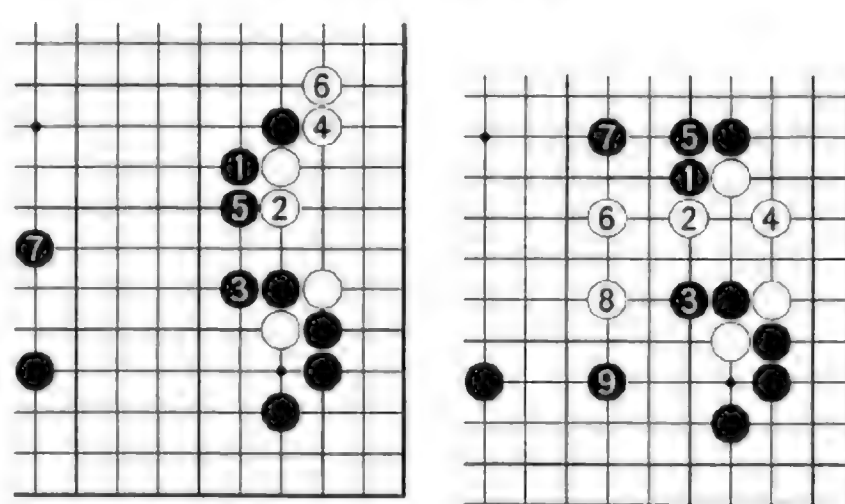
Figure 2 (51 - 100)



Dia. 1

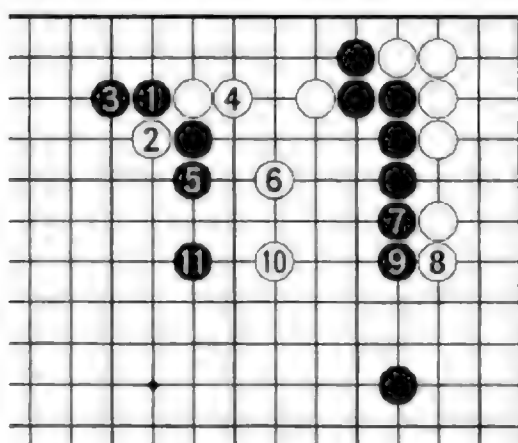
Dia. 2

Dia. 3



Dia. 5

Dia. 6



Dia. 4

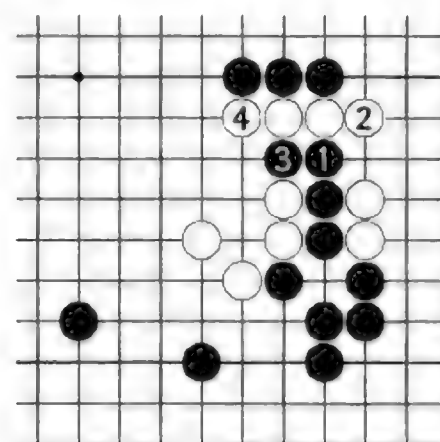
Figure 2 (51 - 100)

White builds thickness up to 62, then uses the placement at 64 to harass the black group. By 86 White has caught up.

Black 89 is too solid. Black should hane at 1 in Dia. 5. The sequence to 7 would expand his bottom area. If White 2 at 2 in Dia. 6, Black could attack the whole group. In the game White settles his group nicely up to 2 in Figure 3.

Figure 3 (101 - 150) (next page)

Black 1. Black would not profit from playing 1 in Dia. 7, as White 2 and 4 would weaken Black's centre group.



Dia. 7

Dia. 1. Black easily settles himself with the crosscut. Instead of 7 -

Dia. 2. If White turns at 1, Black is untroubled after 2 to 6.

Dia. 3. Black could also block on the inside at 6.

Whatever happens, Black seems to be able to look after his group, so White has to compromise with 44. However, the result to 47 is good for Black, so his strategy with 41 has been a success.

Black 49. The wrong side. Black should block at 1 in Dia. 4. The result there would keep Black in the lead.

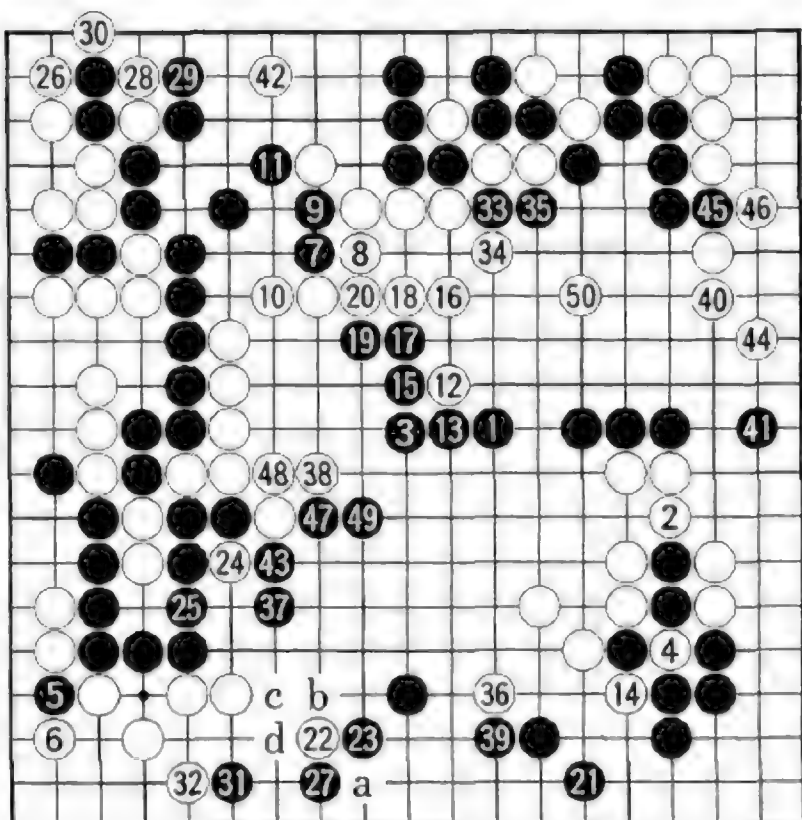


Figure 3 (101 – 150)

White 2. White is now in the lead.

White 12. White 17 is the proper move, but it would be gote. White wants to get to 22 before Black.

White 26 must be at 'a'. White loses over five points and the lead changes in the sequence to 31. Hane was worried that Black would answer 'a' by forcing with Black 'b', White 27, Black 'c', White 'd', then next attack the centre white group by peeping at 34.

Black 43. Black 44 is bigger.

Figure 4 (151 – 200)

Black 53. The best move, but the result of the ensuing ko fight is inconclusive.

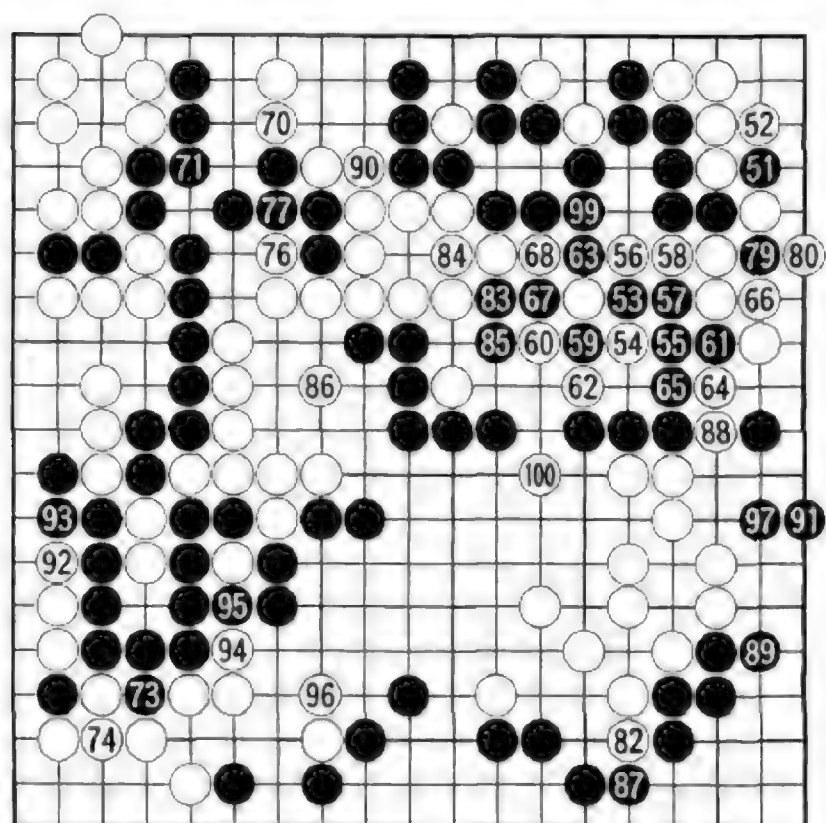


Figure 4 (151 – 200)

Ko: 69, 72, 75, 78, 81, 98



Hane Yasumasa 9-dan.

Born 25 June 1944 in Mie Prefecture. Became a disciple of Shimamura 9-dan in 1955, made shodan in 1958, 9-dan in 1981. For the past decade Hane has been the mainstay of the Central Japan (Nagoya) branch of the Nihon Ki-in, though he has missed out on taking a major title. He played in the 28th Honinbo league (1973) and in the 5th (1980), 7th (1982) and 8th Meijin leagues. He also came 10th in the 10th Pro Best Ten (1973) and 6th in the 11th Pro Best Ten.

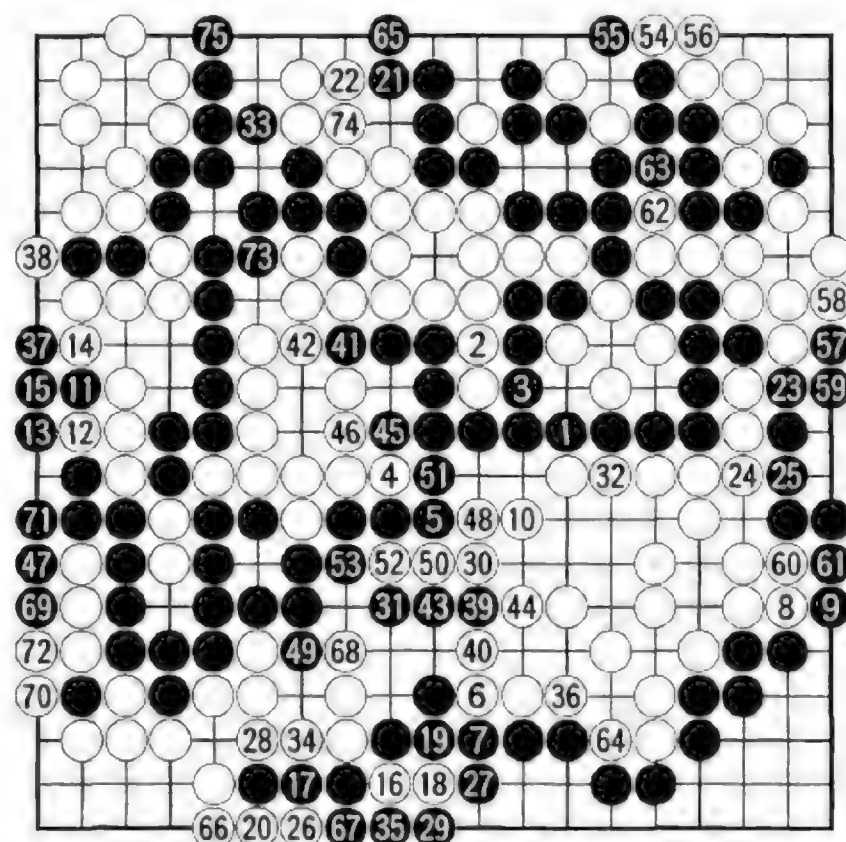


Figure 5 (201 – 275)

Figure 5 (201 – 275)

White 50 is perhaps the losing move; if at 51, forcing Black to add two stones to capture the four white stones (54 etc. in Figure 4), White might have won by half a point.

For the second year in a row Kobayashi won the Second Stage of the Kisei, though this time it was a very narrow squeak. Hane often comes close but never quite manages to pick up major prizes.

Black wins by ½ point.

Stage Three

The following players participated in the competition to decide the challenger to Fujisawa Shuko.

Cho Chikun: Meijin Honinbo

Kato: Tengen

Otake: Gosei

Rin: 6th Kisei challenger

Kobayashi: winner of Stage Two

Ushinohama: 9-dan winner

Ishida Yoshio: 2nd in 9-dan section

Hane: 2nd in Stage Two

Ishii: 3rd in Stage Two

Magari: 3rd in Stage Two

The results

Preliminary round. Kobayashi beat Ishii, Hane b. Ushinohama.

Quarter-finals. Kobayashi b. Otake, Kato b. Magari, Rin b. Ishida, Cho b. Hane.

Semifinals. Kato b. Kobayashi, Cho b. Rin.

Final. Cho b. Kato 2-0.

Stage Three Final

Game One

White: Cho Chikun, Meijin, Honinbo & Judan

Black: Kato Masao, Tengen & Oza

Played on 9 December 1982 at the Nihon Ki-in

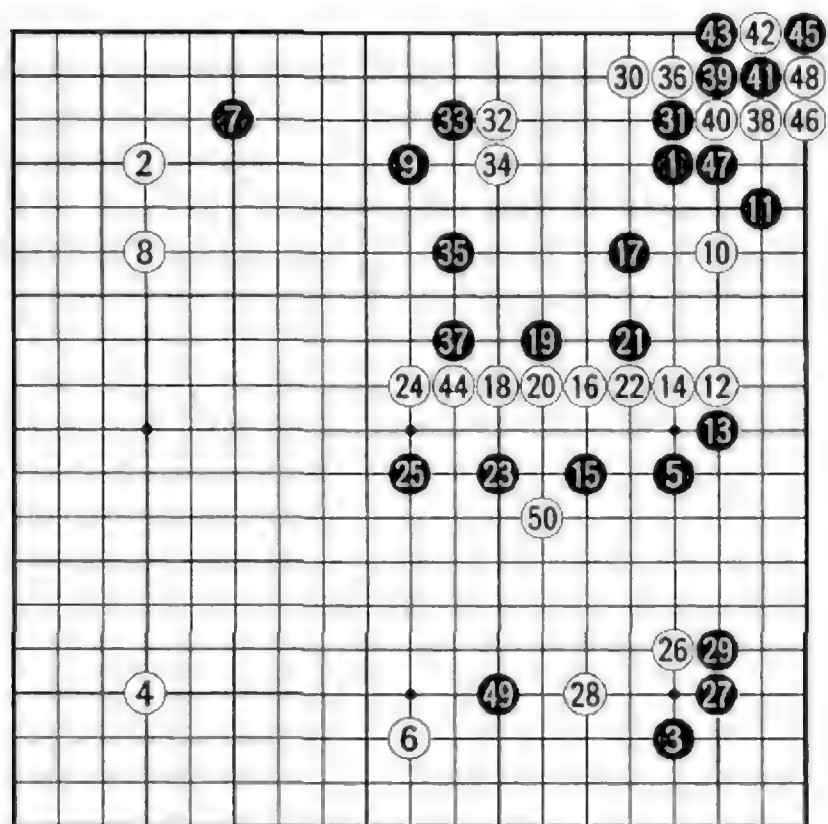


Figure 1 (1 - 50)

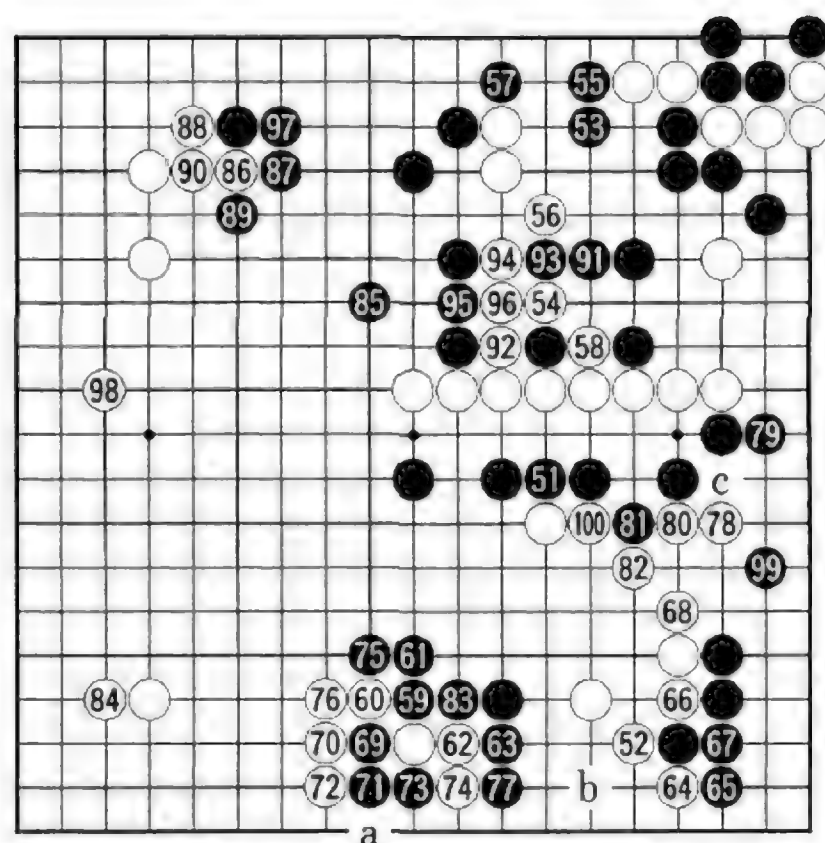


Figure 2 (51 - 100)

Figure 1 (1 - 50)

Black 37. A mistake — Kato thought that the peep would be sente. Black should block at 39 instead. He loses about ten points in the corner.

Figure 2 (51 - 100)

Black 59. A good move. Black catches up a little in the fight to 83. If White played 78 at 'a', his large group would die after Black 'b', White 78, Black 'c'.

Figure 3 (101 - 150)

White 10 should be at 'a' — 15 and 17 are worth ten points in sente.

White 20. White 27 would be better.

White 32 should be at 'b'. Cho's endgame is

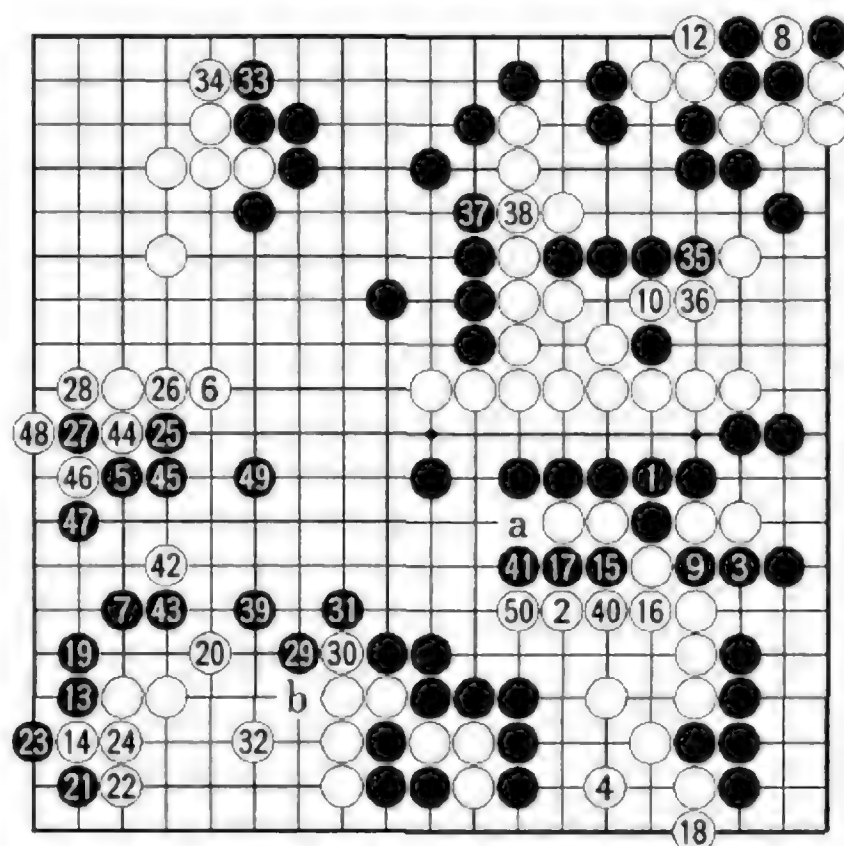


Figure 3 (101 - 150)

11: ko

unusually slack.

White 42, 44. Wrong timing. If White played 44 first, Black would answer at 46. Playing 42 first gives Black a reason to answer at 45. This slip gives the lead to Black.

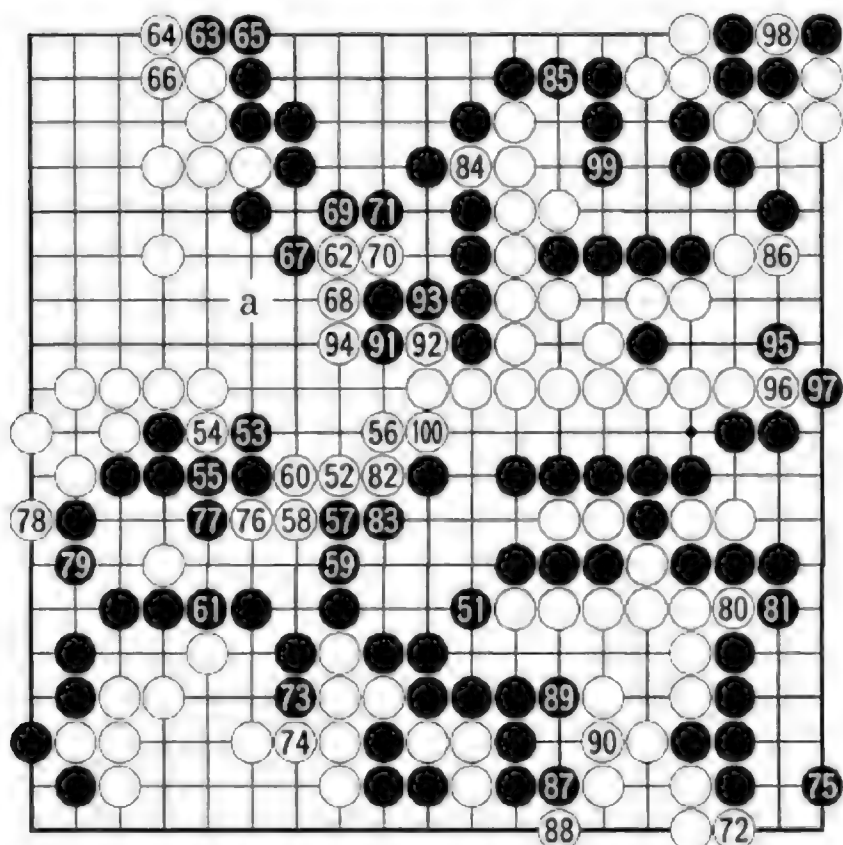


Figure 4 (151 - 200)

Figure 4 (151 - 200)

Black 57. The losing move: Black would have won (by $2\frac{1}{2}$ points, according to Fujisawa Shuko) if he had surrounded the top with 'a'.

Figure 5 (201 - 252)

White wins by $2\frac{1}{2}$ points.

(Adapted from a commentary by Fujisawa Shuko)

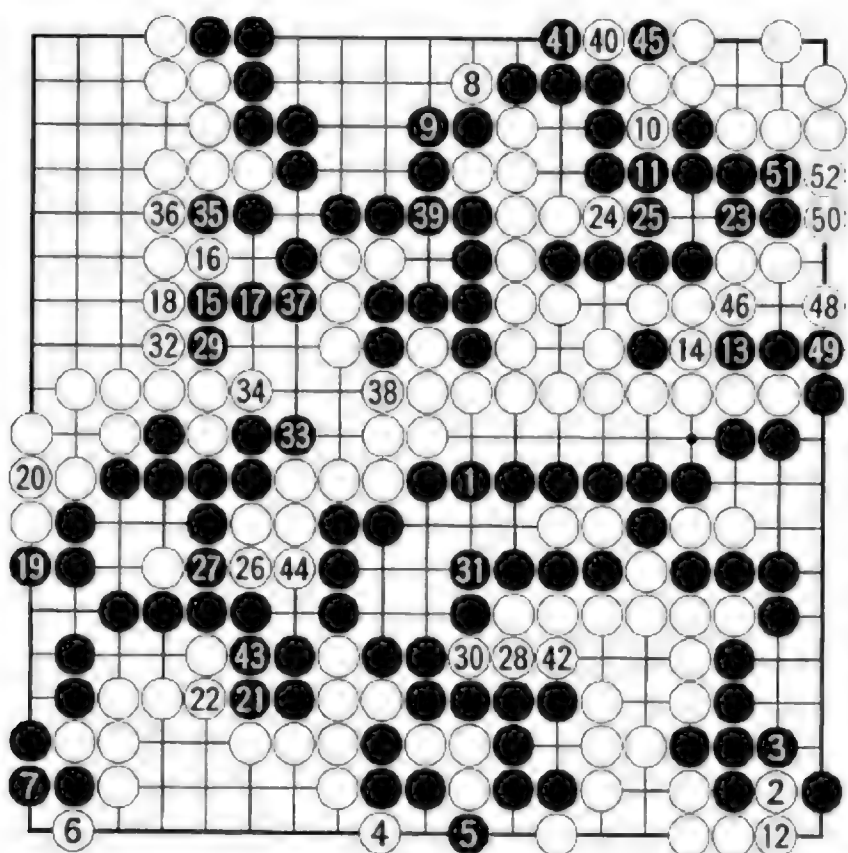


Figure 5 (201 - 252)
47: connects (at 40)

Game Two

White: Kato Masao

Black: Cho Chikun

Played on 16 December 1982 at the Nihon Ki-in

Commentary by Fujisawa Shuko

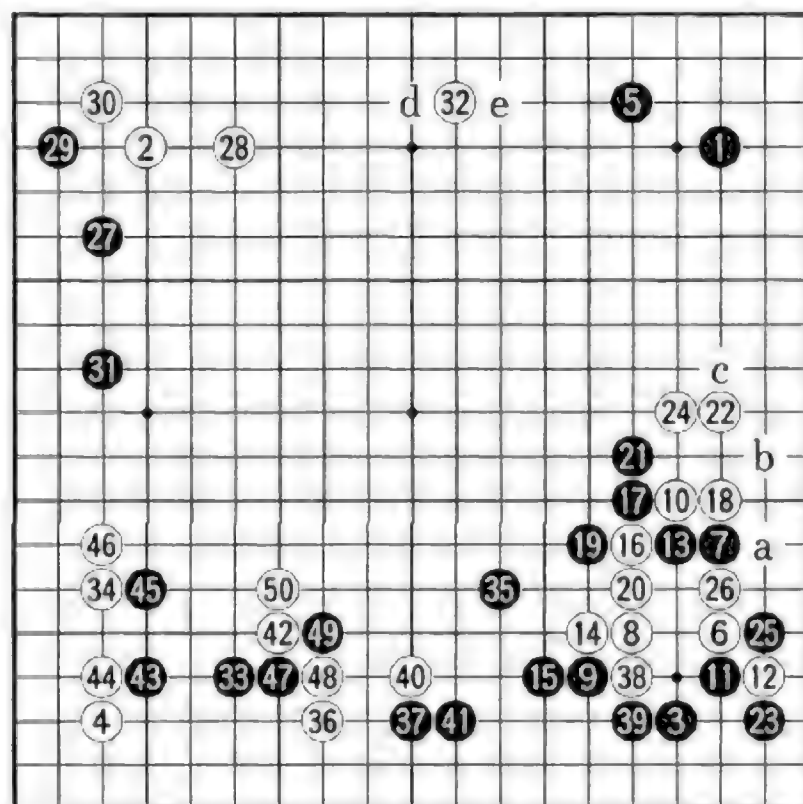
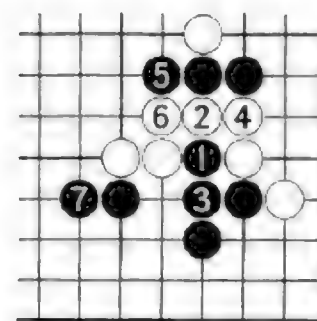


Figure 1 (1 - 50)



Dia. 1

Figure 1 (1 - 50)

White 12. A move with which Kato has been experimenting. He used it in the semifinal against Kobayashi, who answered 12 at 23, after which Kato blocked at 18. This result was considered good for White, so Cho tried something different.

Black 15 looks natural, but wedging in at 1 in Dia. 1 is more severe. The result there seems good enough for Black to make Kato's new move invalid.

Black 19, 21. A mistake in timing. If Black plays 21 first, White will answer at 'a', in which case Black could atari at 19, then play at 22 himself. Cho was taken aback when Kato switched to 22 in response to 21. Perhaps due to losing composure, he went wrong with 23 as well. Blocking here is small: Black should play at 24. That would force White 'b', so Black could then hane at 'c'.

White 26. Shuko felt that the result of the new pattern was even (the 14-15 exchange compen-

sates Black for the loss of his two stones), but Cho was dissatisfied.

White 32 is unusual; Kato avoids White 'd' because it would give Black a good move at 'e'.

White's invasion at 36 starts a tough fight at the bottom.

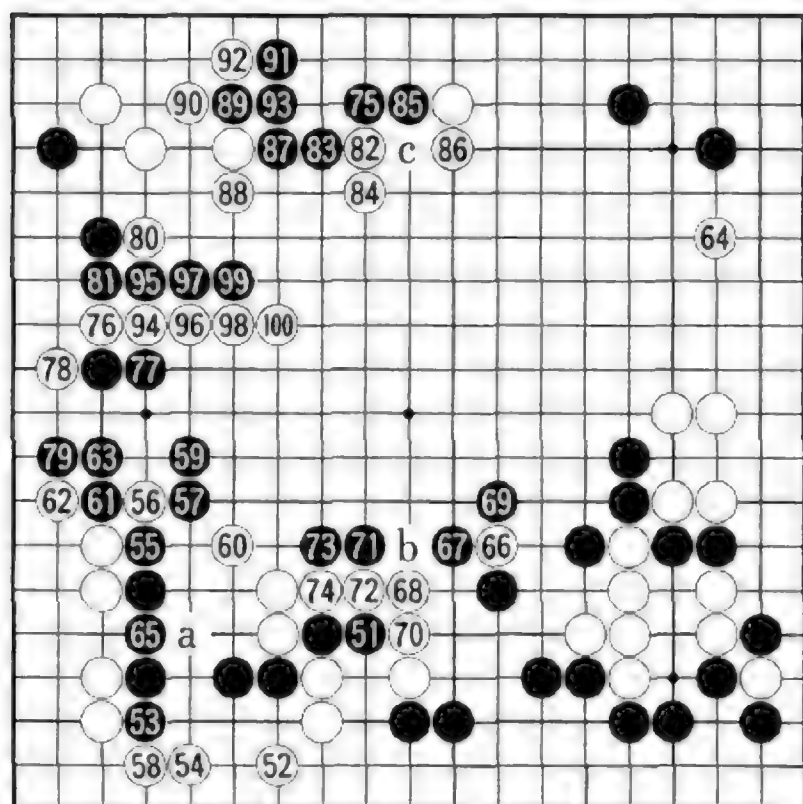
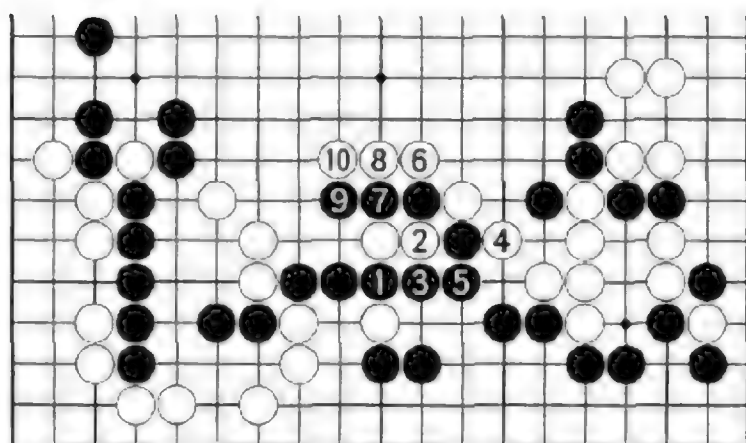


Figure 2 (51 - 100)



Dia. 2

Figure 2 (51 - 100)

White 60 is the move which Kato regretted most in this game. It threatens to capture two stones with 'a', but it is a little heavy. Kato commented that he should have simply played 60 at 64, while Shuko would have preferred to see it at 'b'.

Black 69. Black's worst move here would be to rescue his two stones with 1 in Dia. 2. The continuation to 10 would be ideal for White. Actually Black is satisfied with the exchange from 64 to 74: he builds thickness with 69, while White's stone at 70 becomes superfluous after 72 and 74.

White 76. This diversionary attack shows that Kato feels he is behind. If White answers 75 at 'c', Black will live on the top edge and take

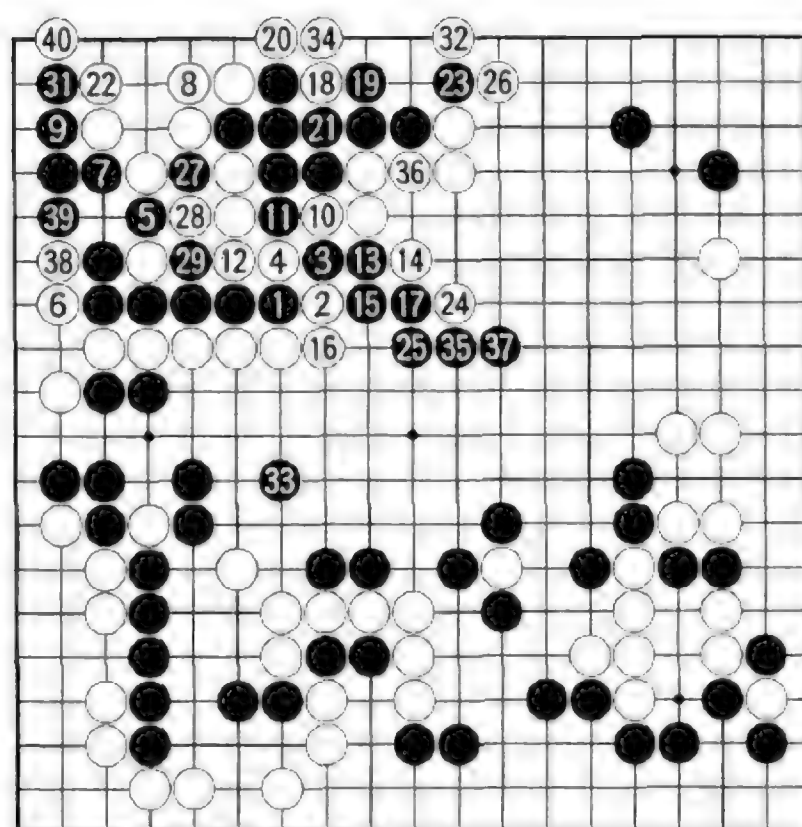


Figure 3 (101 - 140)

30: connects

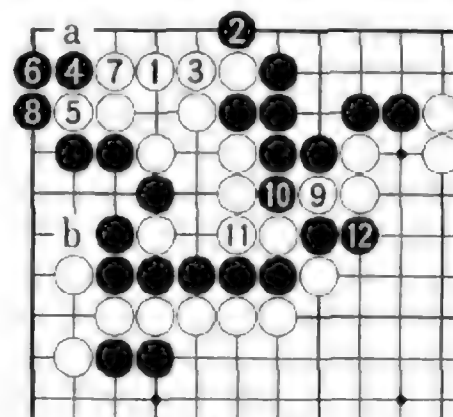
a clear lead in territory. White's aim with 76 is to engineer a double attack on the black group at the top left and the one at the top.

Black answers solidly with 77 (on which move he went into byo-yomi) to 81, then lives at the top up to 93. White 94 next is the move on which Kato is pinning his hopes, but the black groups he is trying to attack are quite strong.

Figure 3 (101 - 140)

Black 5. Cho went into his final minute of byo-yomi on this move, but he continued his counterattack with precision. Kato succeeded in capturing the black group at the top, but at the cost of giving up his own group on the left side. Unfortunately, the latter was bigger.

Incidentally, for White 8 the professionals following the game thought that Kato had to play at 1 in Dia. 3, but that works no better than 8. Black has the tesuji of 6, forcing White 7, so Black 8 makes miai of a second eye with 'a' or 'b'. Cho read out this move, despite being in byo-yomi. If Black plays 6 at 8, White throws



Dia. 3

in at 6 and Black's group is in trouble. If White 7 at 8, Black plays 7 and wins the semeai. After the continuation to 12, White will have to sacrifice one of his groups as in the game.

Figure 4 (141 – 187)

White 42. Hoping against hope, but Cho rarely falters in byo-yomi. It's often said that one minute for Cho is equivalent to 30 minutes for another professional. Abe 8-dan, who often plays fast games with Cho, has a wry comment. 'By the time I work out the position looks like a ko, Cho has already finished calculating all the ko threats.' No wonder Cho feels no qualms about using up all his time in the first part of the game.

Poor Kato was the victim of yet another shut-out at the hands of Cho Chikun. In the last couple of years he has been unable to score a win against Cho, but in this case he could be excused on the grounds of overwork. With the Tengen title match to get through as well, Kato was forced to play two games a week during December, a time

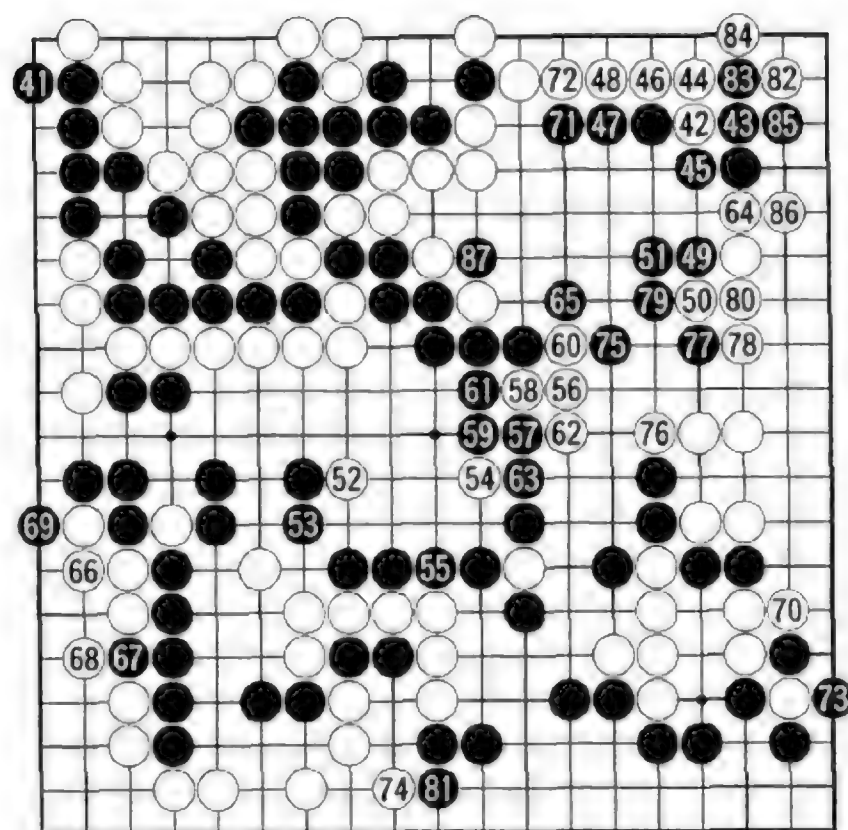


Figure 4 (141 – 187)

of year when most players are winding down. It would be surprising if this hard pace did not tell on him.

White resigns after Black 187.

7th Kisei Title Match

For the past three years, since Cho won the Meijin title from Otake, the go world has been waiting for a confrontation between him and Shuko to determine who is really the greatest of them all. The time had finally come, and both players seemed to be in excellent shape. Cho was successful at nearly everything he put his hand to last year. Shuko only makes a real effort once a year, but he had been on the wagon since the beginning of November, an indication of his determination to set an unbreakable record by holding the Kisei title for seven consecutive terms.

Fireworks were guaranteed in this match because of the contrasting styles of the two players. Shuko is the supreme exponent of 'thickness' in go and he likes to take the initiative in starting early fighting. Cho is the model of the territorial player who tries to develop rapidly even at the expense of creating 'thin' positions. That means that he has to be good at 'shinogi' or the art of rescuing weak groups. He is an expert.

To increase the contrast, Shuko belongs to the 'intuitive' school while Cho belongs to the 'analytical' school. Like Otake, Shuko has complete trust in his intuitive grasp of a position, so he is quick to make a decision in a difficult position. In his best games he usually uses only a little of his time, though in the Kisei tournament he has been prepared to devote time to rigorous analysis when necessary. Cho Chikun is one of those players who try to read out everything and as a result he uses up all his time on his first fifty moves. In a title match it is virtually unknown for him not to be in byo-yomi. The fact that his play in byo-yomi is almost flawless shows that his intuition must be pretty good too. For the amateur Cho's games are quite difficult to understand. Since he plays thinly, he usually gets involved in running fights with a number of weak groups under attack, but somehow he always manages to take care of them.

In previous encounters between these two Cho has an astonishing lead, with 11 wins to 2 losses. Their only title clash to date has been in the Hakkyo-sen (Eight Strong Players Tournament), a commemorative tournament for the eight winners in the Pro Best Ten held in 1976 after the Asahi Newspaper decided to discontinue that tournament. Cho won 2-1. Since then Shuko has only beaten Cho once;

since 1979 he has suffered seven losses in a row (six of them in TV haya-go games). However, no one thinks that this record has any bearing on the title match, since they were probably all played in Shuko's 'off season', when he is only nominally a go player. Shuko in the Kisei title match is a different proposition, as Cho's predecessors as challenger can testify.

Game One

White: Cho Chikun, Meijin, Honinbo & Judan

Black: Fujisawa Shuko, Kisei

Komi: 5½; time: 9 hours each

Played on 13, 14 January 1983 in Nikko

Commentary by Takagawa, Honorary Honinbo

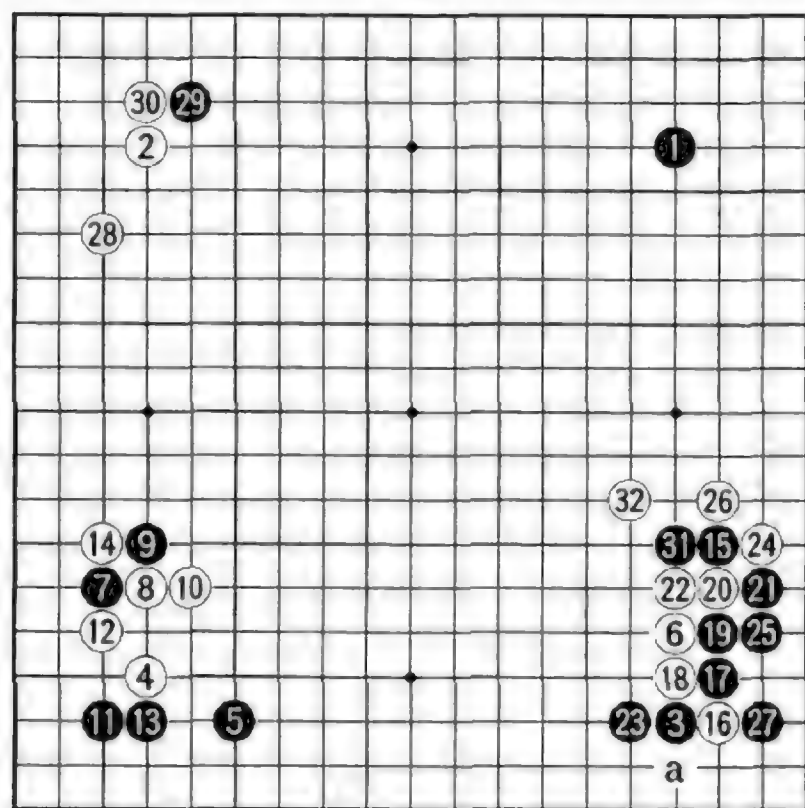


Figure 1 (1 - 32)

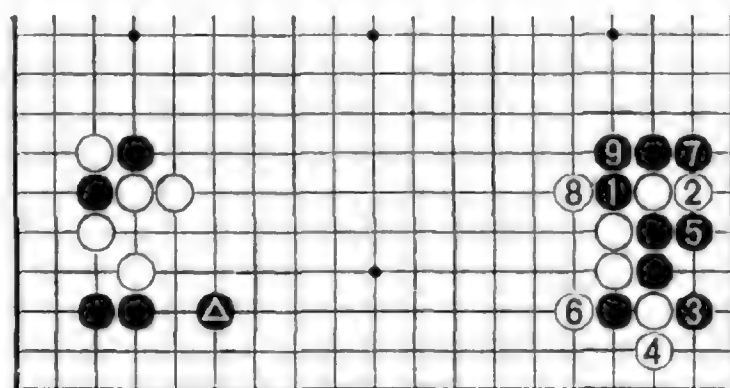
Figure 1 (1 - 32). *An unfamiliar joseki*

Black 21 is an unusual variation, but there is a good reason for playing it here. The most common move is 1 in Dia. 1.

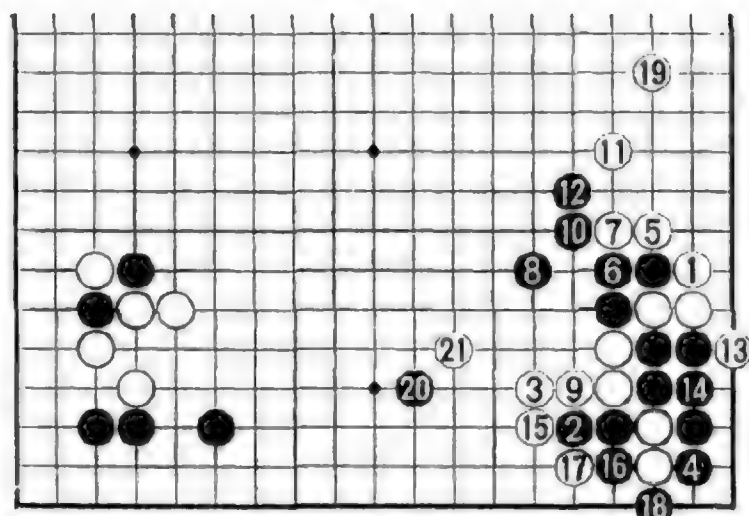
Dia. 1. The sequence to 9 is the standard joseki, but this result is too good for Black. His thickness works well, as it faces up the undeveloped right side, while the marked black stone lies solidly in wait in the direction in which White has to develop. This is hopeless for White; in this game the bottom area has very low priority. Therefore, instead of 6 —

Dia. 2. White will follow this variation of the joseki with 1. If Black 2 at 6, the ladder after White 13 — Black 14 — White 4 — Black 9 is bad for Black, so he has to play 2 etc. here, but the result is that White occupies the valuable right side. Black has to attack at the bottom, which is not worth much, with 20. This result is a success for White.

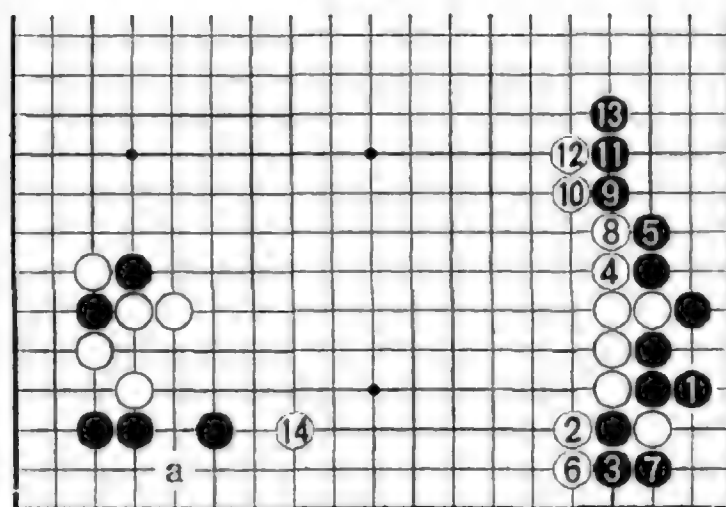
Black 21 is therefore logical. White 22 could



Dia. 1



Dia. 2



Dia. 3

also be at 23, but the exchange of ponnukis with Black 22 and White 'a' would be satisfactory for Black.

Black 23. Fighting spirit. Black 1 in Dia. 3 is the joseki, but 14 becomes a good extension from White's wall; it also aims at White 'a'.

White 28. Cho develops rapidly. Capturing at 31 is the proper move (honte), but White does not want to let Black play at 28.

Black 29 astonished me: it's a remarkable ladder-block. Probably only Shuko would think of a move like this. Permitting Black 30 would be unbearable, so White has to block at 30. Black then boldly sets his stone in motion with 31, and White has to try to patch things up with 32.

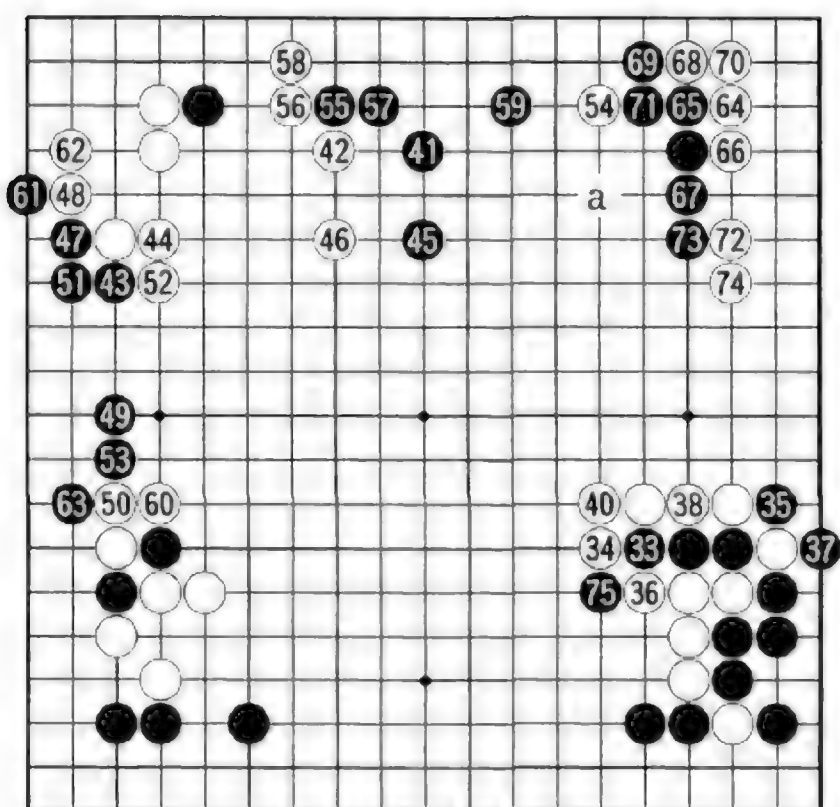


Figure 2 (33 - 75)
39: connects

Figure 2 (33 - 75). Difficult decisions

Evaluating the result to 40 is difficult. Black has clearly had the better of it on the bottom right, but he has played an extra stone there; the 29 - 30 exchange is close to a one-move loss for Black. At the time I felt that Black had made a lot of profit, but when you think about it, that does not really seem to be the case. Most professionals would probably say that the result is good for Black, but if you offered them an extra point to take White, most likely almost all would take White. That's how slight the difference is.

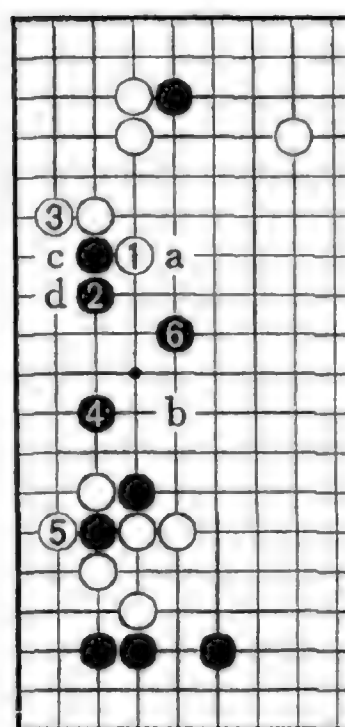
Black 41 is a large point. White 42 is the only move: it builds up White's left side and aims at 54.

Black 43 is another typical Shuko move. If White answers at 1 in Dia. 4, it's easy for Black to make good shape. After 2 to 6, Black aims at 'a' and 'b'. If White 1 at 'c', Black answers at 'd'.

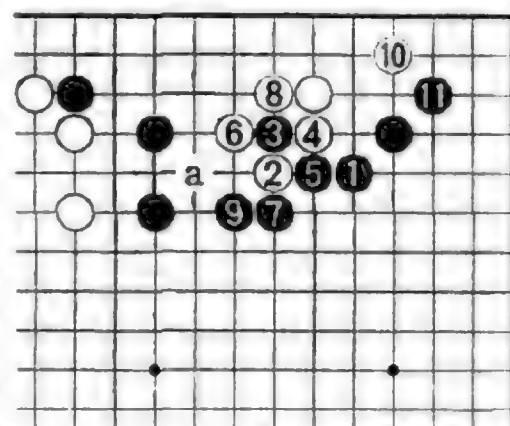
Black switches to 45, then settles his group up to 53. Up to this point, Shuko has been playing low moves, in contrast to his usual style, but in 29 in Figure 1 and 43 one can see Shuko's usual boldness in trying to mould the game. For his part, Cho has thickness — it has been a very impressive opening.

Black 55. The sealed move. Black next forces with 57, then makes a cramped pincer with 59. This strategy is not very attractive, and there were some dissident opinions. Instead of 57 —

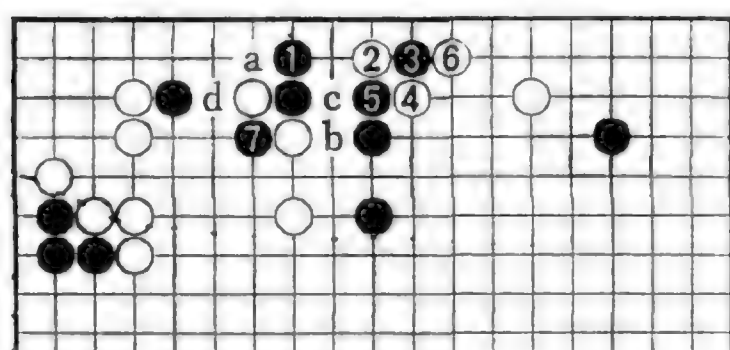
Dia. 5. Ohira Shuzo advocated switching to 1. If White 2, Black goes all-out to seal White in



Dia. 4



Dia. 5



Dia. 6

with 3 etc. Black's thickness counteracts White's overall thickness and, sure enough, Black can be seen to have a lead in territory. However, there is the annoying aji of White 'a'.

Dia. 6. Shuko commented that he should have descended at 1. When he chose the sealed move he had intended to play 1, but overnight he changed his mind. If White answers 1 at 'a', Black 7 is troublesome. Consequently, White will strike at the vital point with 2; Black counters with 3 to 7, starting a very difficult fight. White 'b', Black 'c', White 'd' might follow, but it is beyond me to predict the result.

When Black has forced with 55 and 57, one does feel tempted to continue by attacking at 'a', but... In the first game of an important series, one can understand why Shuko played so tightly with 59.

White 64 leads Black into making an overconcentrated shape at the top. The game is no longer promising for Black.

Black 73. Black has no regrets about forcing here as pushing up at 73 would be a very good move for White. Choosing Black's next move is very difficult: Shuko probably had a hard time of it. Black 75, which picks up an extra twelve points of profit, is nothing special, but there's nothing else worth playing.

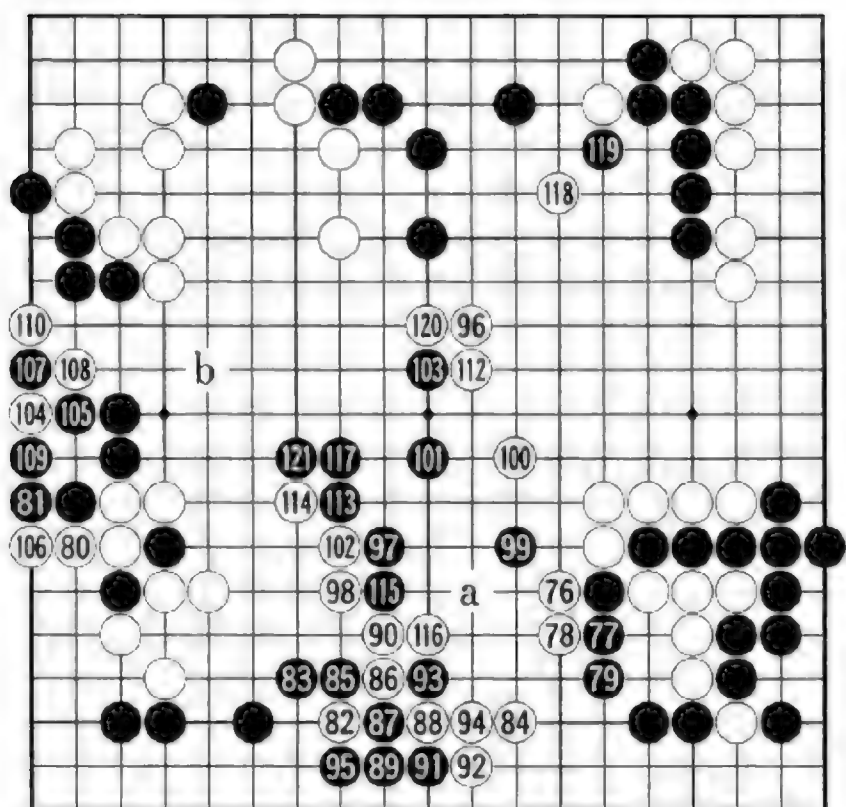
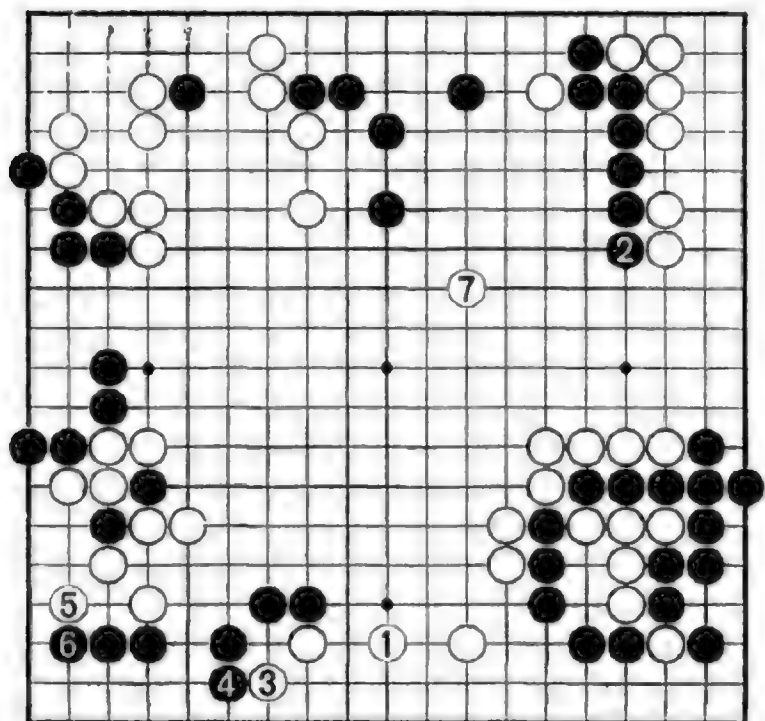


Figure 3 (76 - 121)
111: connects



Dia. 7

Figure 3 (76 - 121). *An all-or-nothing invasion*

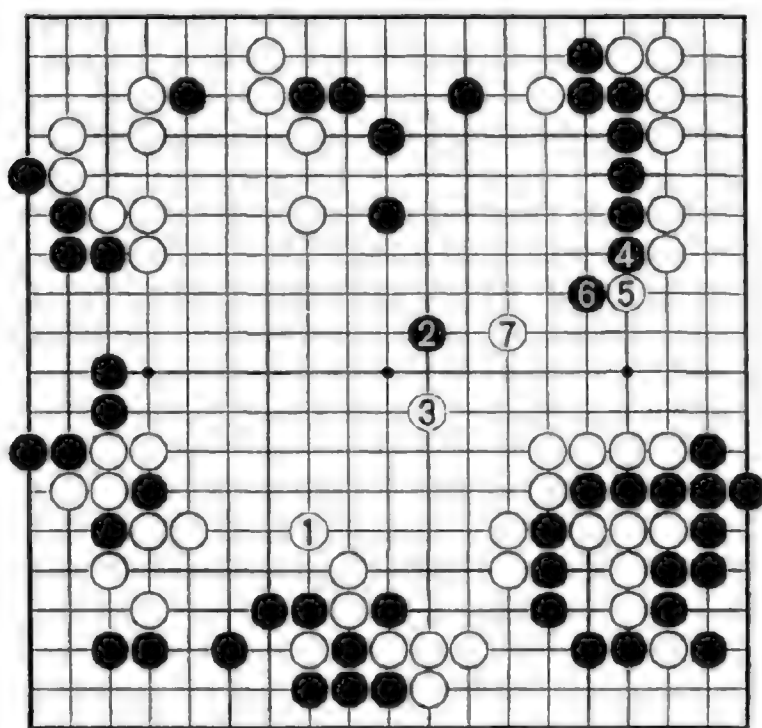
White 82. Deciding his strategy is just as difficult for White. An alternative here would be to emphasize the centre by pressing at 83.

White 86. Cho played the hane without thinking, but he regretted it very much. Black takes nearly fifteen points in profit with 87 etc., so —

Dia. 7. White should have jumped to 1. It's hard to know if Black 2 is best, but anyway White gets superb forcing moves at 3 and 5. White could then play 7, erasing Black's moyo while expanding his own, and would have a promising game.

I agree completely with Cho's comment, but I cannot agree with the opinion of both players that the game turned in Black's favour when he captured the stone up to 95. Instead of 96 —

Dia. 8. If White emphasized the centre with 1



Dia. 8

here, I think that he would be unlikely to lose. Black can only go in as far as 2, so White can block his way at 3 and immediately recover the loss he suffered at the bottom. If Black 4, White has a nasty counter with 5 and 7.

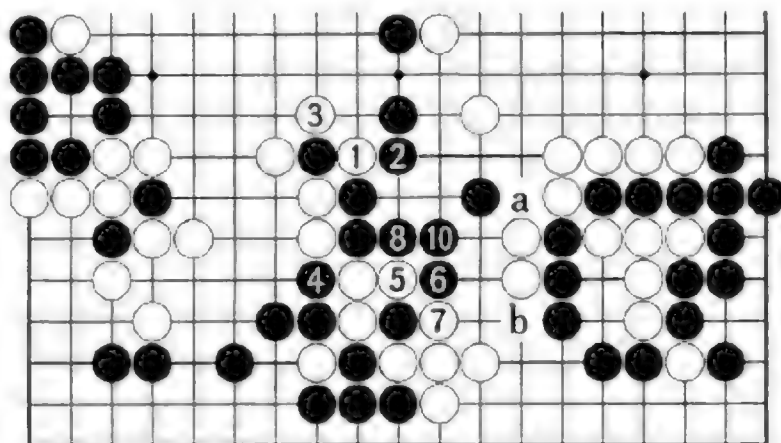
Black 97. Black stakes the game on this invasion. It looks risky when White cuts it off with 98, but this stone is surprisingly tenacious. If Black can lay waste to the centre, his profit at the bottom will be worth its weight in gold.

White 100, 102. White keeps threatening to attack Black, but I think that dropping back to defend at 'a' with 102 would also be reasonable.

White 104 - 110. White plays this sequence to ensure that he gets a forcing move around 'b', which he hopes to use in attacking Black's centre group. However, this sequence does lose White two points, so perhaps he should have kept it in reserve, considering that he can play it anytime.

Black 115. A superb tesuji which forces White to answer at 116. If White cuts at 1 in Dia. 9, Black counters with 2 to 10, making miai of 'a' and 'b'. (Cho went into byo-yomi on 116.)

With 117 and 121, Black greatly reinforces his centre group. Capturing it is beginning to seem out of the question.



Dia. 9 9: connects

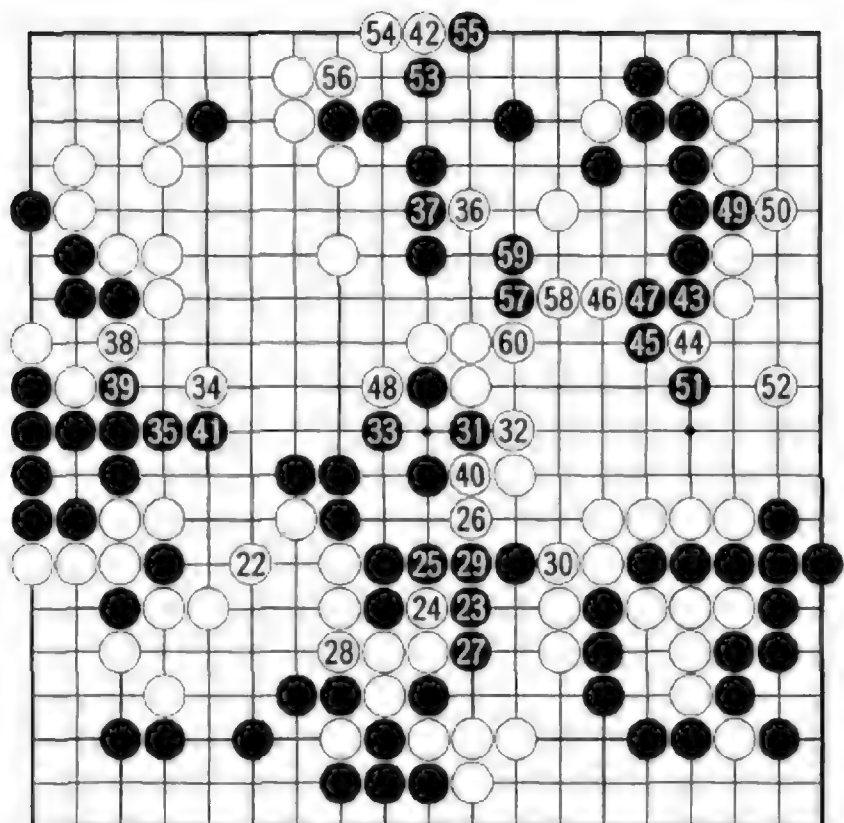
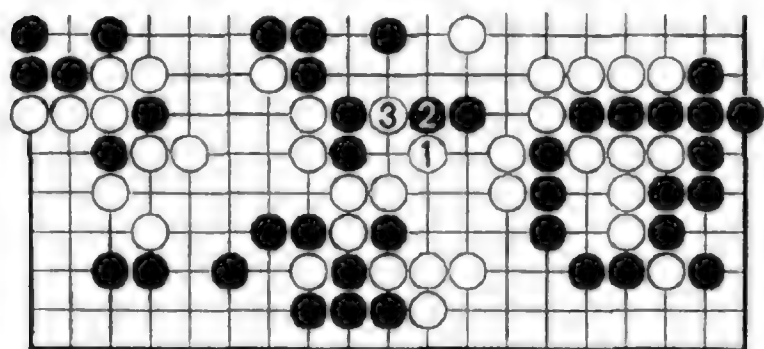


Figure 4 (122 - 160)



Dia. 10

Figure 4 (122 - 160). *Success for Black*

Shuko is playing brilliantly, but Cho is acting indecisively, neither going all-out to kill Black nor surrounding territory. White 22 is almost useless.

Dia. 10. Defending at 1 is worth much more. If Black 2, White has a good move at 3, so Black will probably keep 2 in reserve, but that would leave White with a large capture at 2 for later.

White 24. White 27 looks better.

Black 33 and 41 completely secure the centre group. This is a great success for Black, since he has devastated the centre without causing any adverse effects to his other positions. White has gained nothing. 'I would have got territory even if I'd done nothing, but because I attacked it all disappeared', lamented Cho later. Shuko now has a slight lead.

Figure 5 (161 - 200). *Shuko's blunder*

Black 63. Black 64 would be better: White 64 gives Black bad aji.

Black 67 is a blunder — one of Shuko's famous 'poka', from which he has been mercifully free in the Kisei tournament. When Cho cut at 68, Shuko thought it was just a time-saving move, but

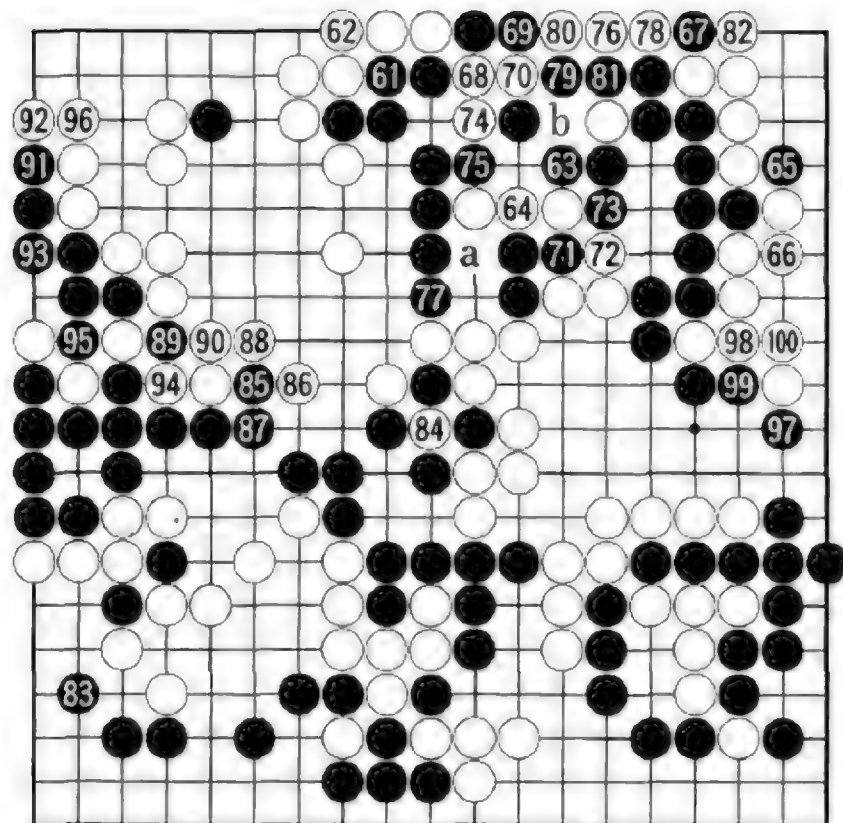
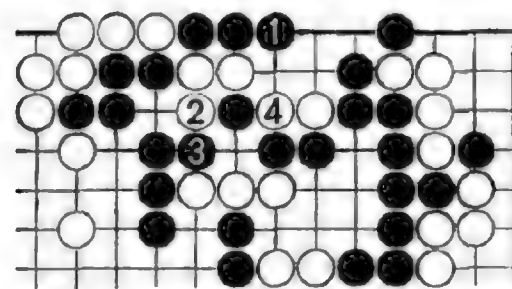


Figure 5 (161 - 200)



Dia. 11

when Cho kept coming with 70 he suddenly realized what was wrong. If Black keeps extending, at 1 in Dia. 11, White plays 2 and 4. This is an extremely elementary oversight for a professional. Black had to play 65 at 70. Black captures three white stones with 71 and 73, but this is hardly adequate compensation. Black loses four or five points in this exchange, and White now leads by 1½ points (according to Ohira).

(Note that White cannot save his three stones by playing 76 at 'a'. Black extends at 80 and when White plays at 'b', Black's connection puts the white stones below into atari.)

Figure 6 (201 - 265). *Cho also blunders.*

White 4. Cho returns the favour with a blunder of his own. If White just connected at 11, he would keep his 1½-point lead. When Black gives atari at 5, White cannot save his stones.

Dia. 12. If White 1, Black 2; if White 3, Black 4 makes miai of 'a' and 'b', but if White lets Black cut at 3 he loses anyway.

Cho was of course down to his last minute, but even so this was an uncharacteristic slip for him. As an oversight it was almost as bad as Shuko's 'poka'. As usually happens, the player making the second slip suffered more: after 4 the game was

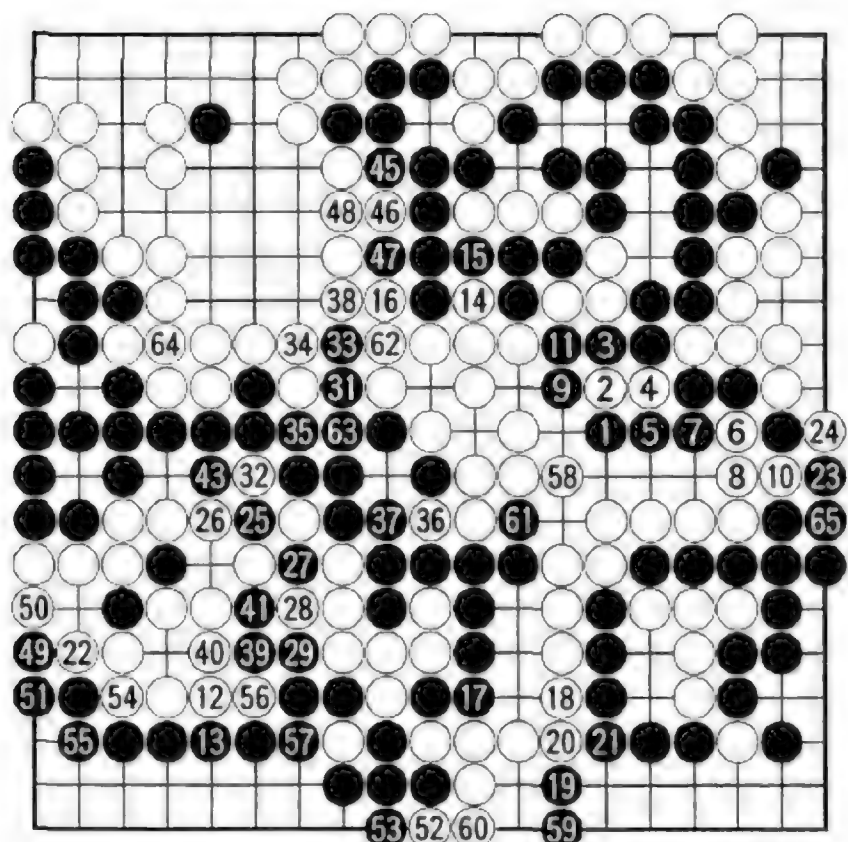
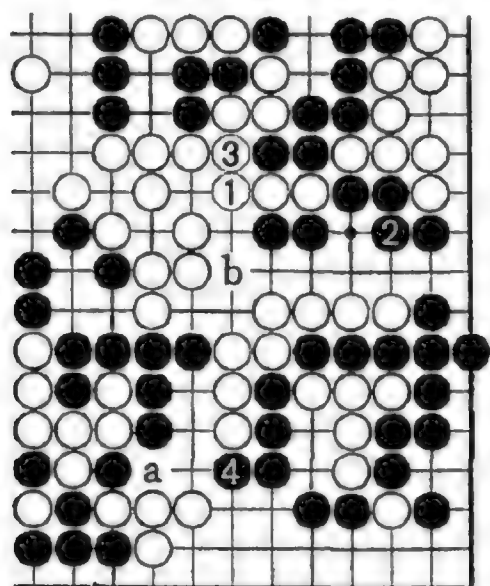


Figure 6 (201 – 265)

30: ko; 42: connects; 44: connects (at 25);
Black wins and connects the ko.



Dia. 12

over.

My impression from watching this game is that Cho and Shuko fought on completely equal terms. Things are not going to be so easy for Shuko this time. I did realize afresh just how strong he is, however.

Black wins by 4½ points.

Time taken. White: 8 hours 59 minutes

Black: 7 hours 14 minutes

('Igo Club', March 1983)

Game Two

White: Fujisawa Shuko

Black: Cho Chikun

Played on 26, 27 January 1983 in Nagasaki City

Commentary by Takemiya Masaki

Figure 1 (1 – 35). Cho's aggressive start

White 14. White crawls instead of jumping one

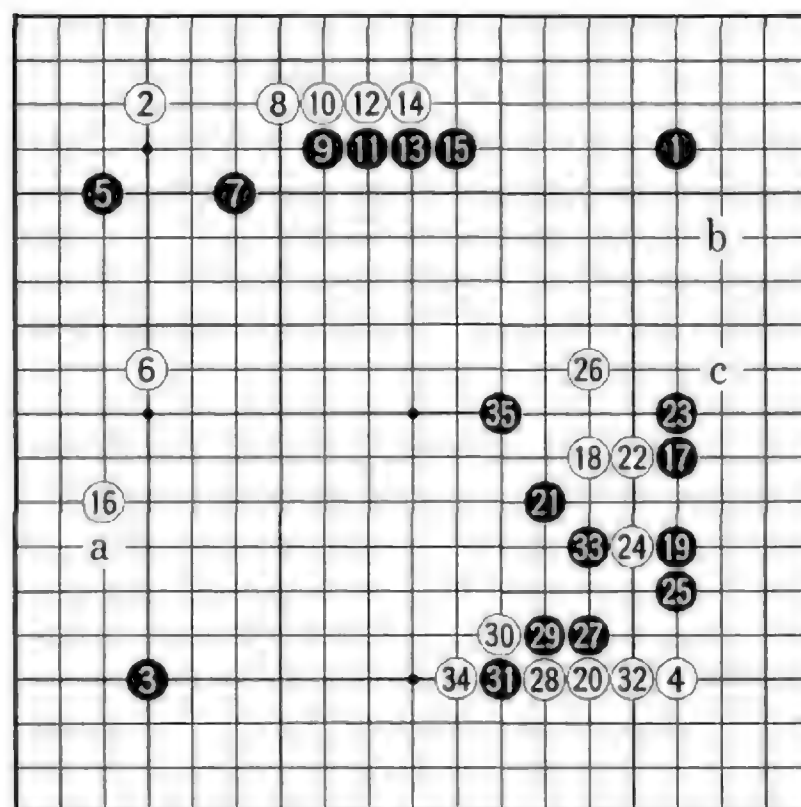
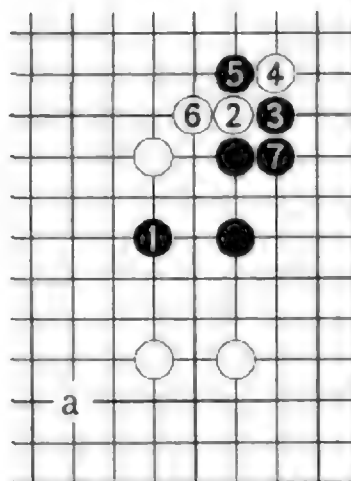
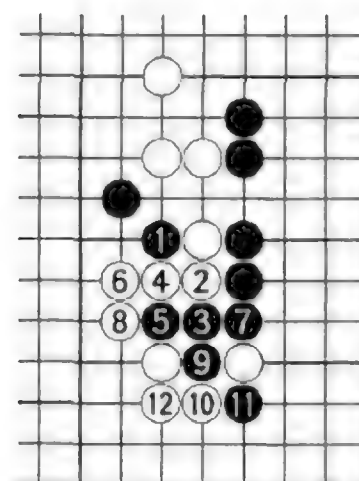


Figure 1 (1 – 35)



Dia. 1



Dia. 2

space to keep sente so that he can extend to 16. For the latter White 'a' is standard, but presumably White wants to build a solid position because he anticipates that the fighting to come on the right side may spill over to other parts of the board.

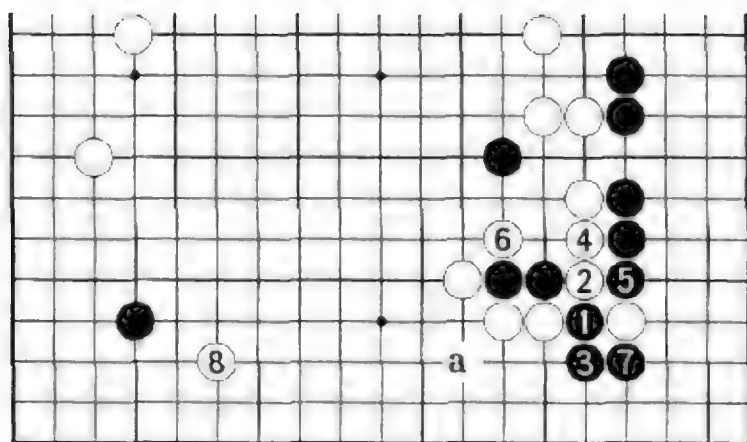
White 18. The highlight of this game. If 17 were on the third line, capping it would be understandable, but capping a stone on the fourth line in the fuseki is unheard-of. Shuko disdains more conventional moves such as 'b' and 'c'.

Black 21. Cho is infected with Shuko's boldness, but this move is a little thin. Jumping to 1 in Dia. 1 would be more solid. White can play 2 and 4, but he will have trouble settling his group, while Black will have a good follow-up at 'a'.

White 22. A resolute move — the exchange for 23 gives Black points.

Black 27. A turning point. Black bases his strategy on attacking the centre white group, but instead he could go for profit by attaching at 1 in Dia. 2.

Black 31. Black continues to emphasize attack.



Dia. 3

Shuko expected Cho to switch to profit with 1 etc. in Dia. 3, which would have been more in keeping with Cho's usual style. (Note that Black 'a' later will be a big point.)

Black 35. The sealed move.

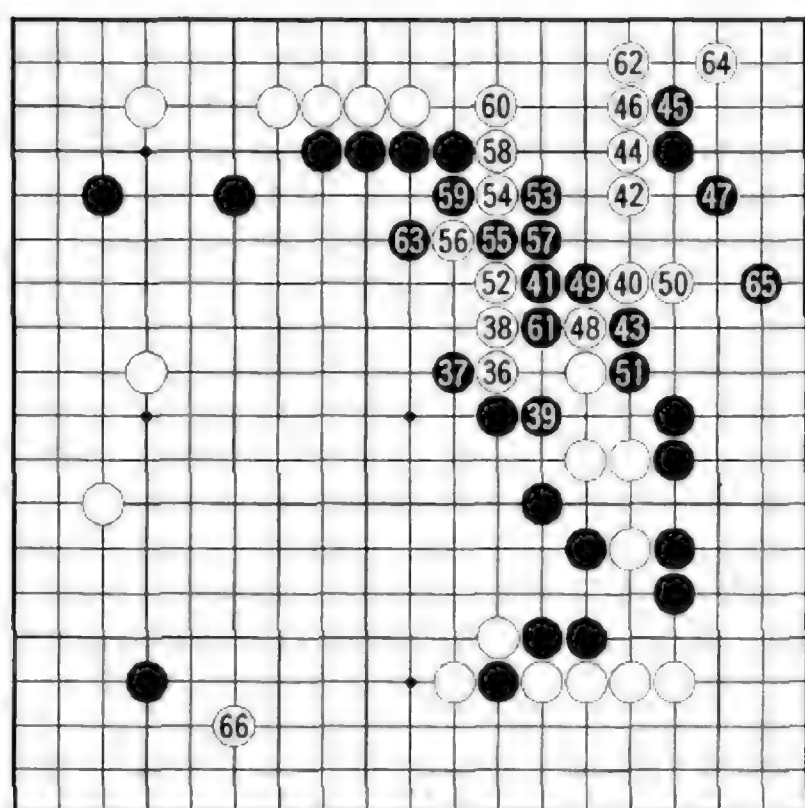


Figure 2 (36 – 66)

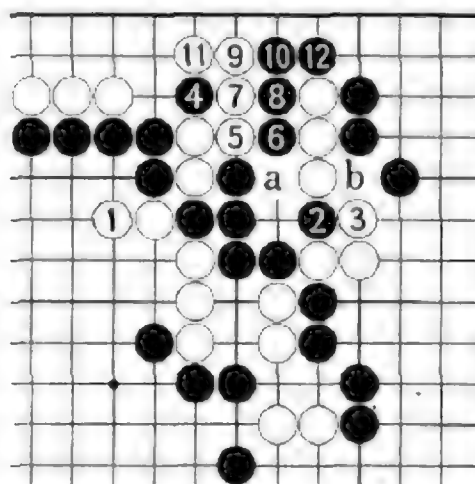
Figure 2 (36 – 66). A clever sacrifice

Black 41 is a severe move, but White counters by sacrificing his centre stones. While Black is capturing them, White attacks his top right corner. The result is a kind of furikawari (trade).

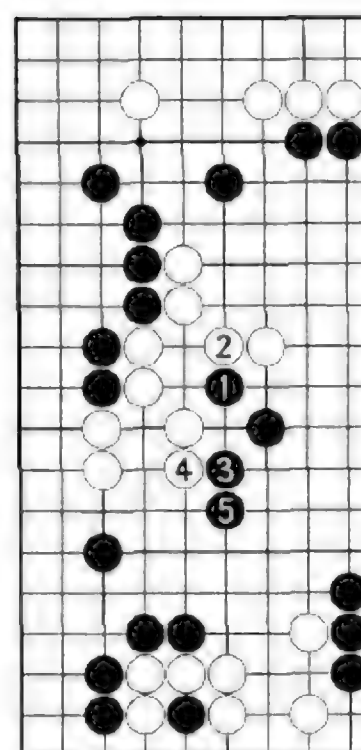
Black 51. If Black does not fill in a liberty (playing to the right of 43, that is), White presses at 55 and captures his two stones.

White 60. If at 1 in Dia. 4, Black has the clever hanekomi at 2. This enables him to capture White with the sequence to 12 – if next White 'a', Black 'b'.

Black 65. The consensus among professionals was that this result was a success for White. Black captures nine stones, but in return White links up at the top with 60 and also reduces Black's corner with 62 and 64. Ishida Yoshio commented that Black was behind by the komi.



Dia. 4



Dia. 5

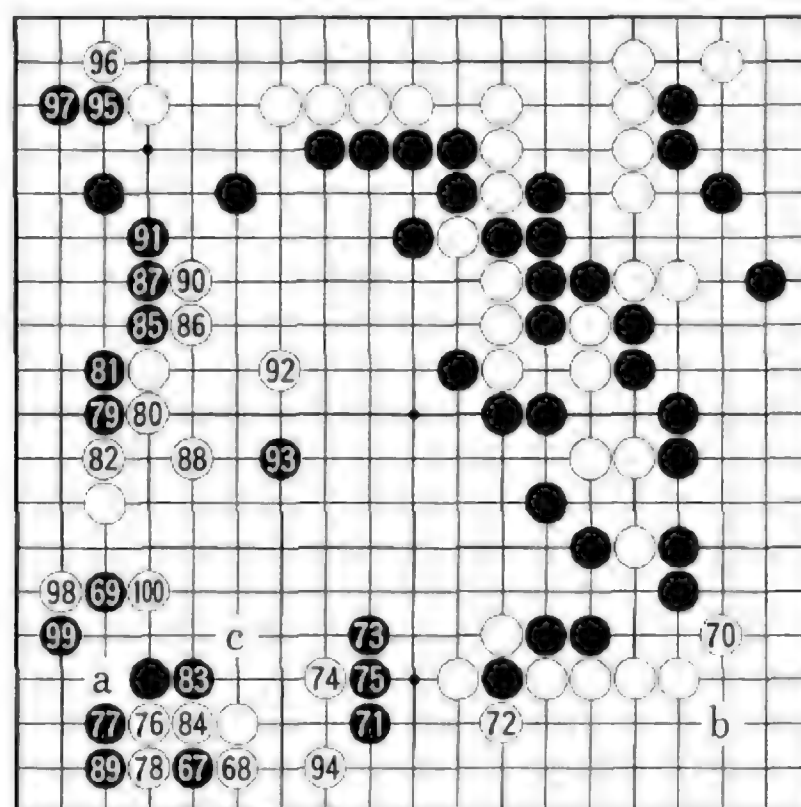


Figure 3 (67 – 100)

Figure 3 (67 – 100). One slack move

White 68. At this point Shuko probably started anticipating a win. So far his play has been bold and forthright, but 68 is a little too tight. The natural move here would be to attach at 'a'.

White 70 is Shuko's only really dubious move of the game. Forestalling the invasion at 'b' is big, but Black 71 is very severe, so jumping to 'c' would be better. White gets living shape up to 78, but Black takes profit by invading at 79. The game is now very close.

White 94 is a calm answer to Black 93. If Black got a chance to play 94, he would be able to drive White out into the centre and perhaps engineer a double attack.

Black 95 and 97 are big, as they set up the

placement at 21 in Figure 4, but continuing the attack with 1 in Dia. 5 is more important. Black would not be able to kill the white group, but he would get various sente moves against it.

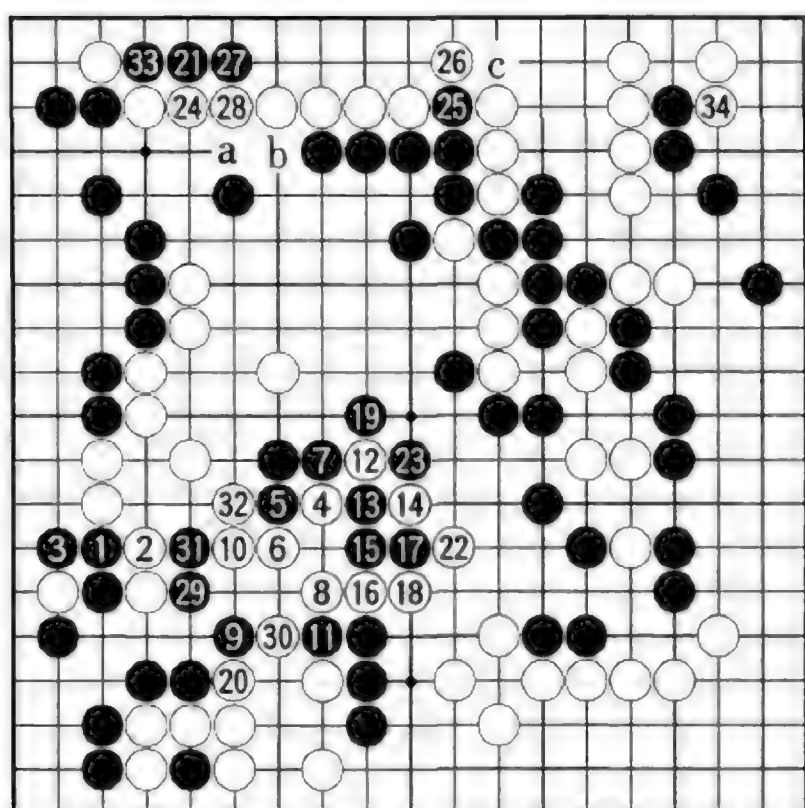
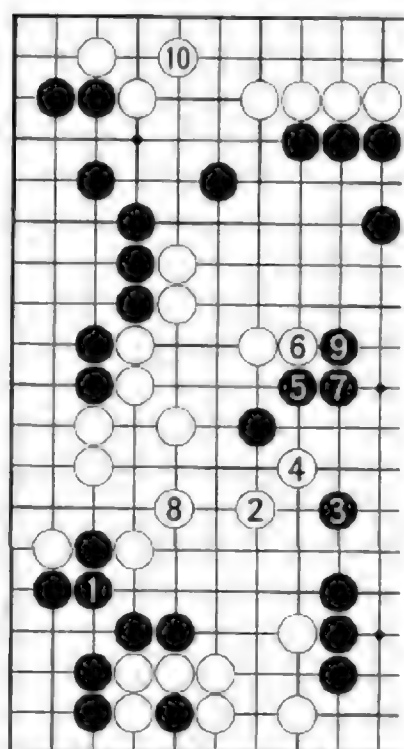
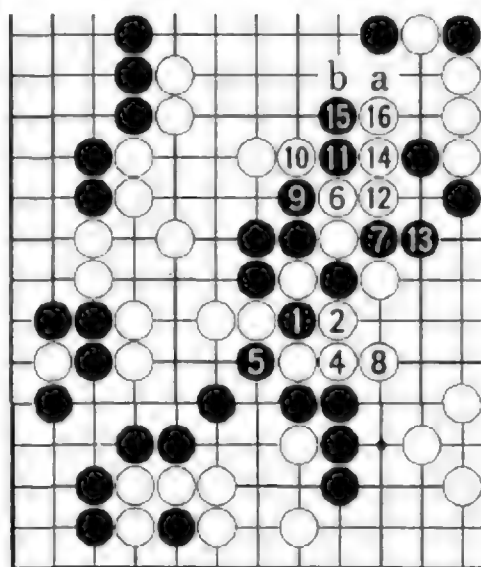


Figure 4 (101 - 134)



Dia. 6



Dia. 7

3: connects

Figure 4 (101 - 134). *Cho's fatal lapse*

Black 1 is the losing move: Black must connect at 1 in Dia. 6. The continuation to 10 is probable, and this should give a close game.

White 2 is why Black 1 is wrong: the presence of this stone gives White a severe follow-up at 4, a splitting attack which clinches the game. White 4 makes miai of capturing the single black stone above and cutting off the three stones below.

Black 9. If at 13, White 16.

Black 15. Black cannot capture at 1 in Dia. 7,

as White captures him with the sequence to 16. If next Black 'a', White answers at 'b'; if instead Black 'b', he loses the semeai.

The result to 20 is not a fair exchange: the black stones at the bottom are worth more than the stones White gave up in the centre. This sets the seal on victory for White.

White 28. Not at 33 because of Black 28, White 'a', then the Black 'b-c' combination.

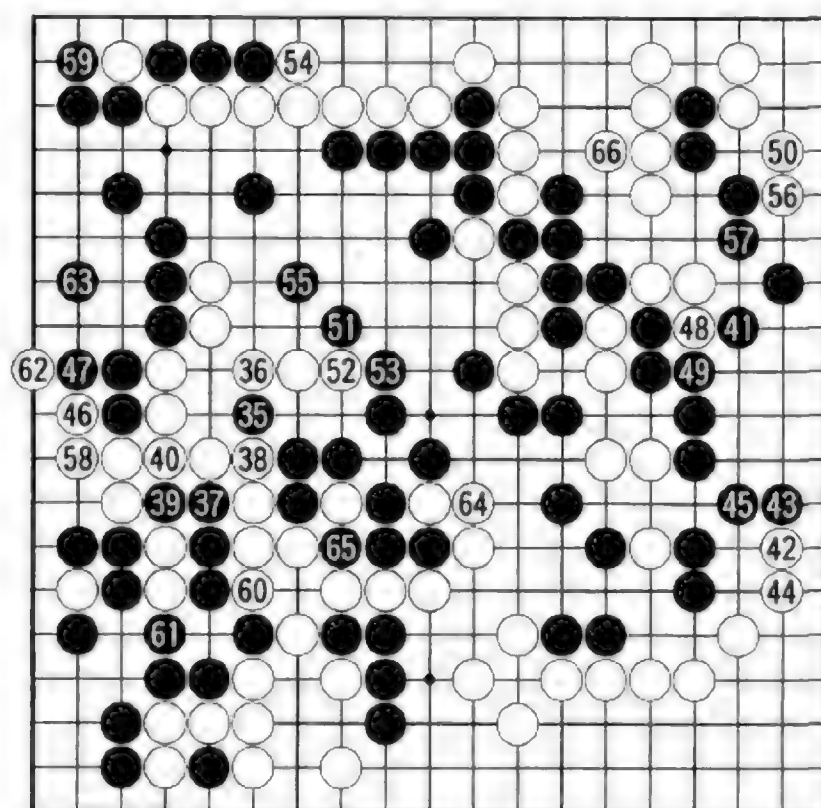


Figure 5 (135 - 166)

Figure 5 (135 - 166). *Shuko's superior fighting spirit*

When Cho resigns at 166, the game is close on the board - White might even be a point ahead - so it is a comfortable win.

When this series started, no one expected Shuko to begin with straight wins. Otake had an interesting comment: 'Shuko's fighting spirit has been superior to Cho's. Cho has not shown his real strength. His analysis is usually much sharper. He made a slip in the first game, but this was probably because he was overawed by Shuko. He seems to have been affected by the pressure more than Shuko . . . The highlight of this second game was the fuseki and the middle game and once Shuko took the lead there was no overtaking him.'

Black resigns after White 166

Time taken. White: 8 hours 25 minutes

Black: 8 hours 55 minutes

Game Three

White: Cho Chikun

Black: Fujisawa Shuko

Played on 2, 3 February in Toyama City

Commentary by Kudo Norio

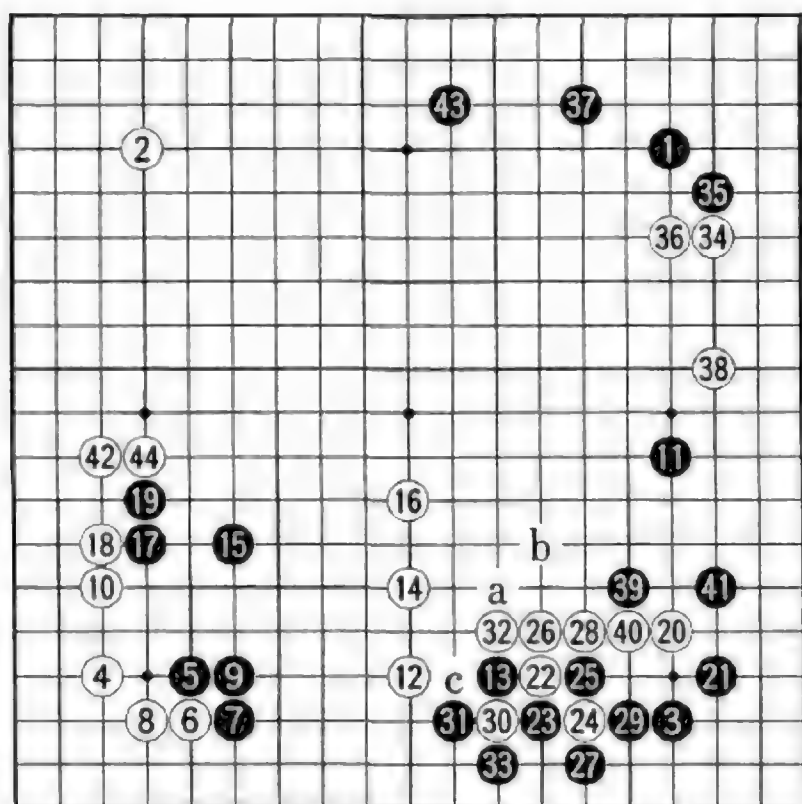


Figure 1 (1 – 44)

Figure 1 (1 – 44). A novel pattern

Black 5. Making the approach move before playing 11 is a refinement of the Chinese-style fuseki.

Black 21 is territory-oriented. The usual move at 25 lets White settle himself with a little bit of territory by attaching to the right of 3.

White 22 leads to an unusual exchange. A remarkable feature of this whole Kisei series is the way the players avoided standard joseki and fuseki patterns.

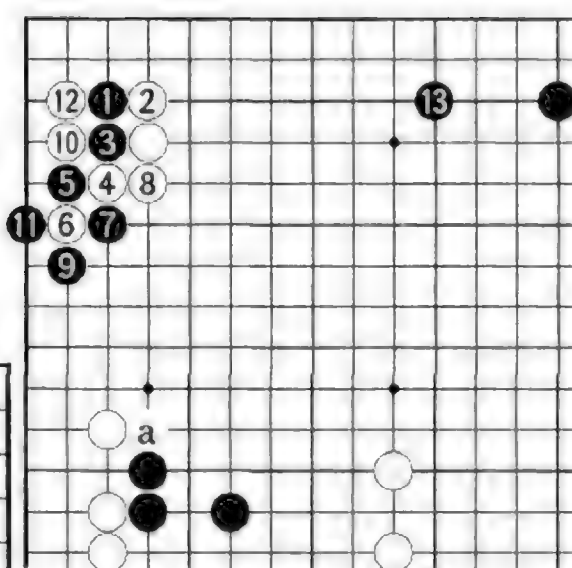
White 30. A sacrifice to keep sente: if White played 30 at 32, Black would ignore him.

Black 31. If at 32, White captures him with White 31, Black 'a', White 'b'.

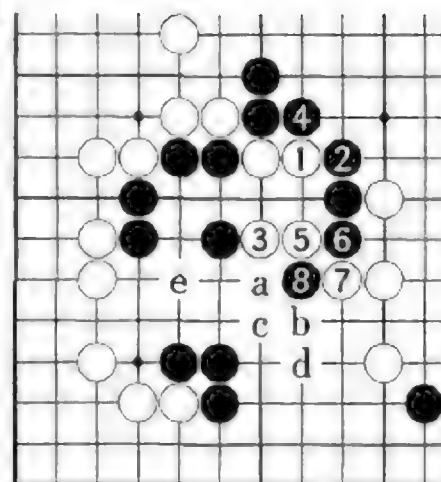
White 32. If at 33, this time Black captures with Black 32, White 'a', Black 'c'.

Black 43. One of two moves in this game that Shuko regretted. He commented that he should have invaded at 1 in Dia. 1 instead.

Dia. 1. At this stage, without a stone at 'a', White will answer 1 at 2. After the sequence to 12, Black 13 becomes an efficient move nullifying White's thickness. White will not want to play 2 at 3 while Black can play 'a'. However after White has played 'a' (44 in the figure), White 3 would be just right, so Black can no longer invade at 1.



Dia. 1



Dia. 2

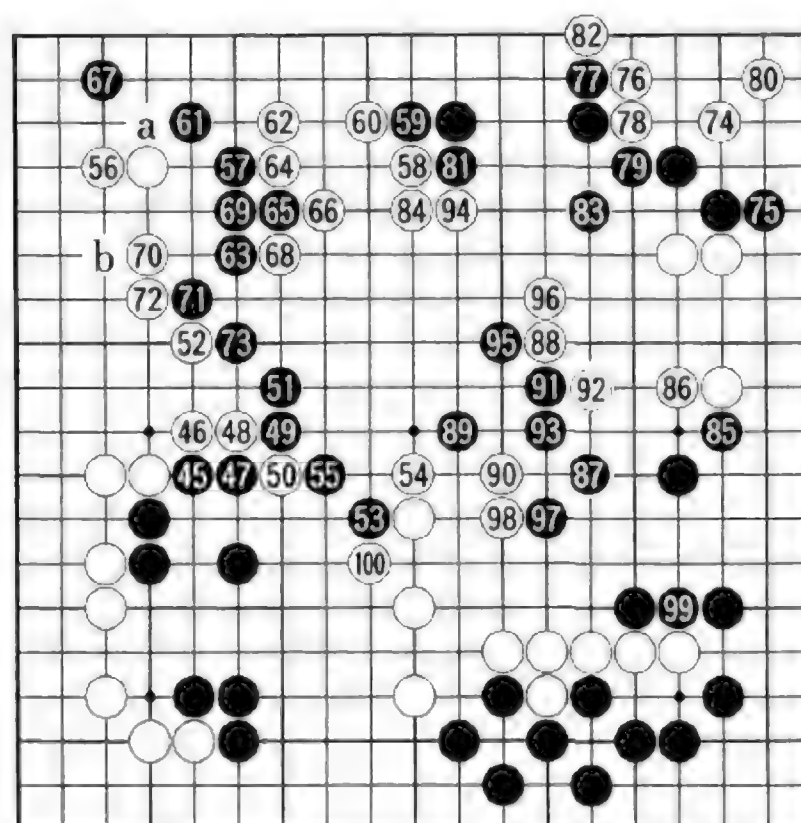


Figure 2 (45 – 100)

Figure 2 (45 – 100). Cho's lack of aggression

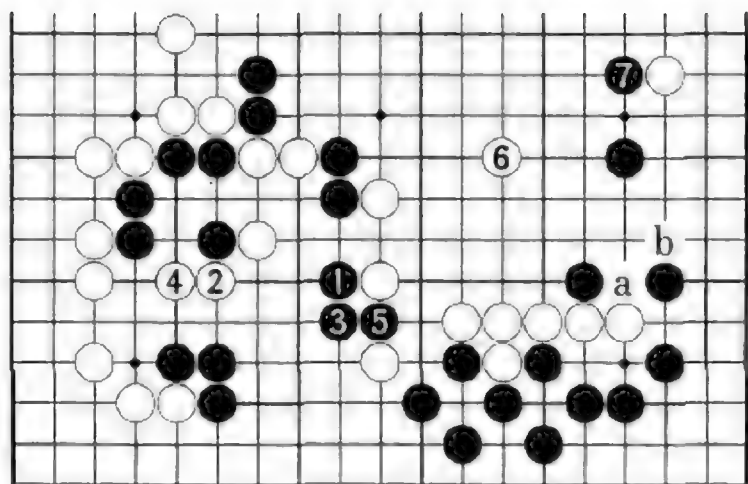
Shuko: 'White took the lead with 44, so Black has to resist strongly. I expected White to cut at 50.'

Cho: 'If White 50 at 51, Black will tenuki and attach at 56.'

White 54. Shuko was surprised that Cho did not start a fight with 1 and 3 in Dia. 2. If Black 4 to 8, White captures five stones with White 'a' to 'e', so instead of 4 –

Dia. 3. Black would attach at 1, but the result to 6 is reasonable for White (whether or not he should exchange 'a' for Black 'b' before 6 is hard to say). White should be able to handle the fight after 7.

White 56. Cho seems to have felt that keeping sente with 54 in order to defend the corner with 56 was good enough, but walking away from a fight is not like him. Black 55 secures Black's centre position and makes the game even again.



Dia. 3

Incidentally, Cho played 56 instead of the more natural-looking move at 'a' because he was worried about Black 'b' or 71.

Black 57. Black plays strongly because of his thickness below. He easily links up in the sequence to 73.

White 74. The game would be over if Black made a hane below 75, then connected at 75.

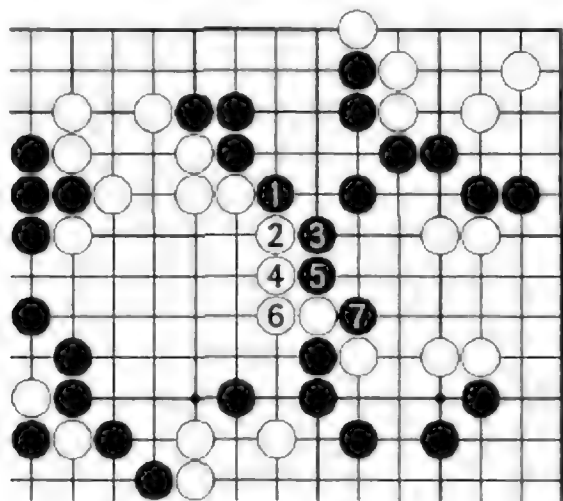
White lives up to 82, but then Black launches an attack in the centre with 85 to 89. This splits White into three weak groups.

Black 95 is the second move in this game that Shuko regretted. The exchange for 96 makes it easy for White to link up two of his groups and weakens the black group above. Instead —

Dia. 4. If Black 1 here, Black can keep White separated.

Black 97, 99. Black's group at the top needs reinforcing, but he is staking everything on being able to capture the third white group.

White 100. Cho began byo-yomi.



Dia. 4

Figure 3 (101 – 126). *Cho goes wrong.*

White 16 captures the black group: White is taking a calculated risk that Black will not be able to kill his large group. If White just wanted to live, he could easily get two eyes with the sequence in Dia. 5. However, instead of 2 Black would capture at 5, letting White live, then secure life for his group at the top. This would give him the lead, which is why White takes a chance with 16.

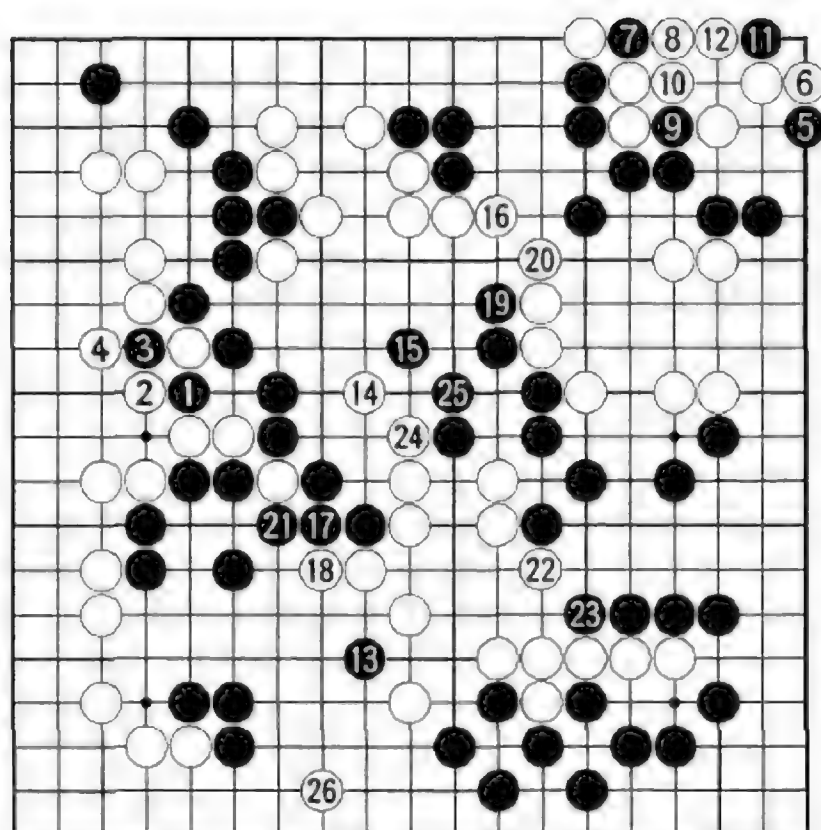
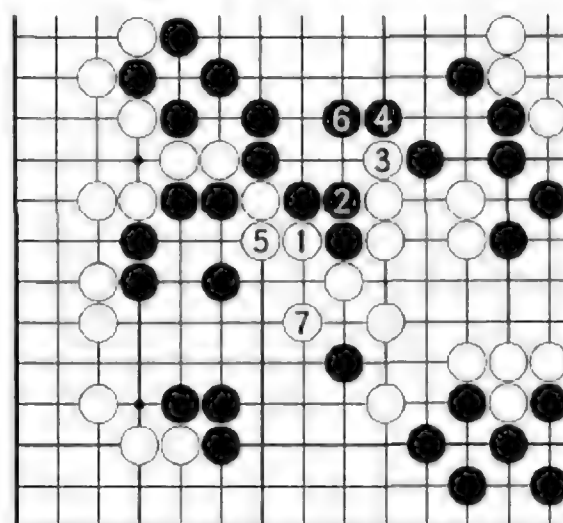
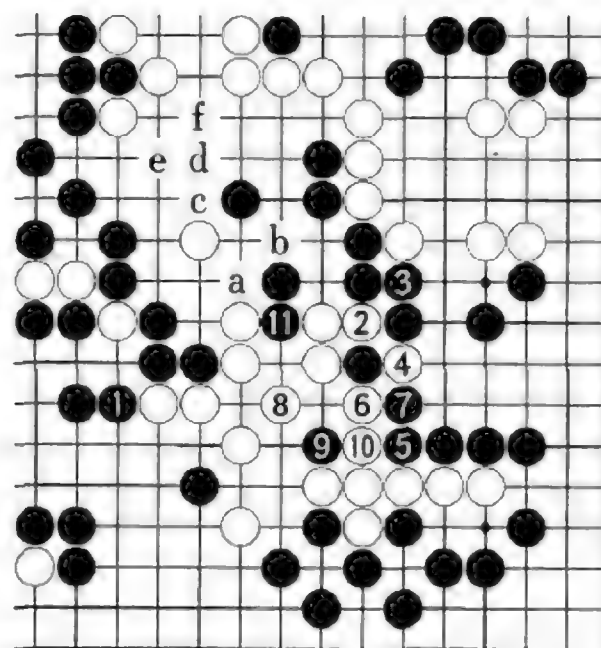


Figure 3 (101 – 126)



Dia. 5

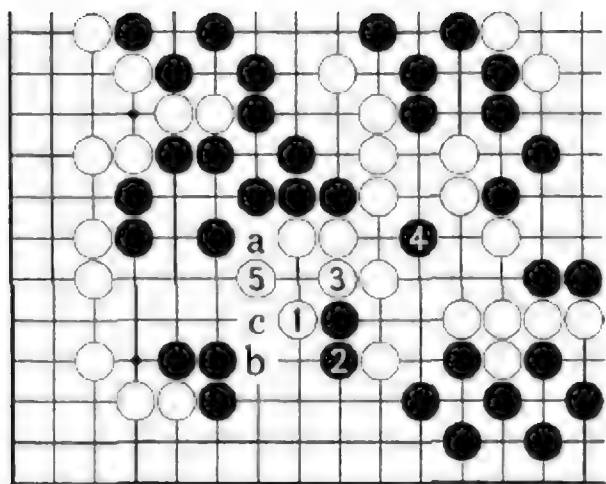


Dia. 6

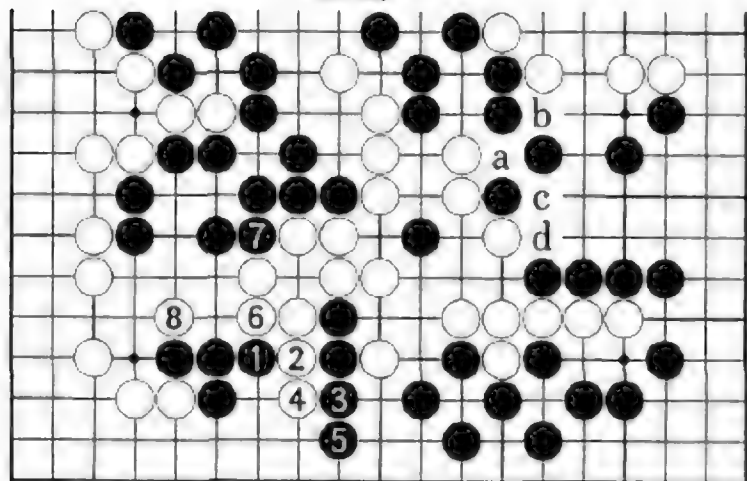
Black 21. Black misses a chance to kill White. Rin Kaiho worked out the sequence in Dia. 6 which keeps White down to one eye; if White 'a' after 11, Black 'b', White 'c', Black 'd', White 'e', Black 'f', keeping White separated.

White 26. The losing move: White could live with 1 in Dia. 7 (this move was discovered by Kudo while the game was in progress).

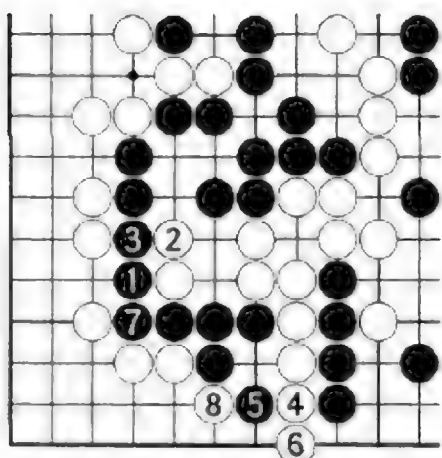
Dia. 7 (next page). After 1 and 3, White makes



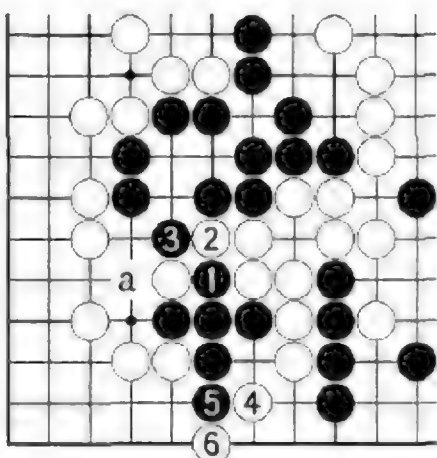
Dia. 7



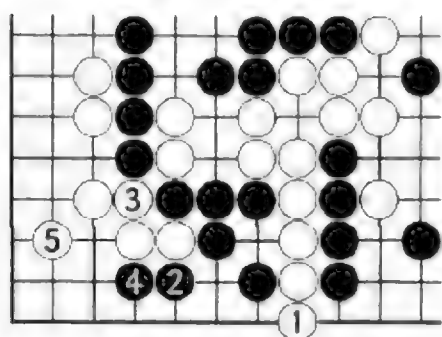
Dia. 8



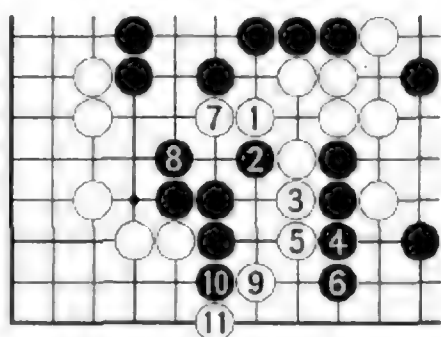
Dia. 9



Dia. 10



Dia. 11

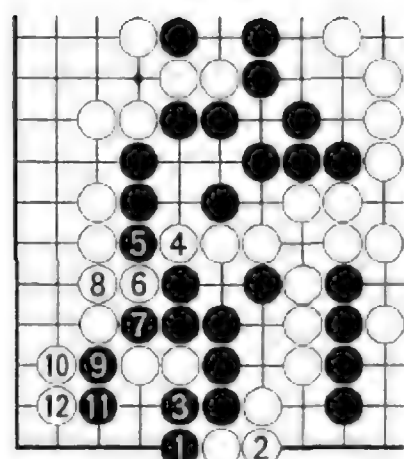


Dia. 12

an eye with 5. This move would not work if Black had played at 'a' (with 21 in the figure). Black cannot destroy the eye with 'b' or 'c'.

Dia. 8. What if Black tries to take away the eye with 1? White's eye in the centre is safe, as he can play White 'a' — Black 'b' — White 'c' — Black 'd' at any time. As for the other eye, he forces with 2 and 4, then plays 6; if Black 7, he breaks through the net with 8. Next —

Dia. 9. If Black intercepts with 1 and 3, descending to the first line with 4 and 6 is a clever answer. If Black 7, White links up with 8. Instead of 1 —



Dia. 13

Dia. 10. If Black cuts with 1 and 3, White plays 4 and 6. This makes miai of connecting underneath and capturing Black with White 'a'.

Dia. 11. If Black plays 2 instead of 7 in Dia. 9, White cuts at 3 and captures Black.

Dia. 12. Answering White 1 by attaching at 2 does not work either. White forces with 3 and 5, then plays 7 to 11. Next —

Dia. 13. If Black continues with 1 and 3, White cuts and Black is unable to get two eyes.

The conclusion is that White could have lived if he had seen the move in Dia. 7. That means that Black 21 could have thrown the game away for Shuko. However, it is not surprising that Cho was unable to read out the labyrinthine complexities of this position in byo-yomi.

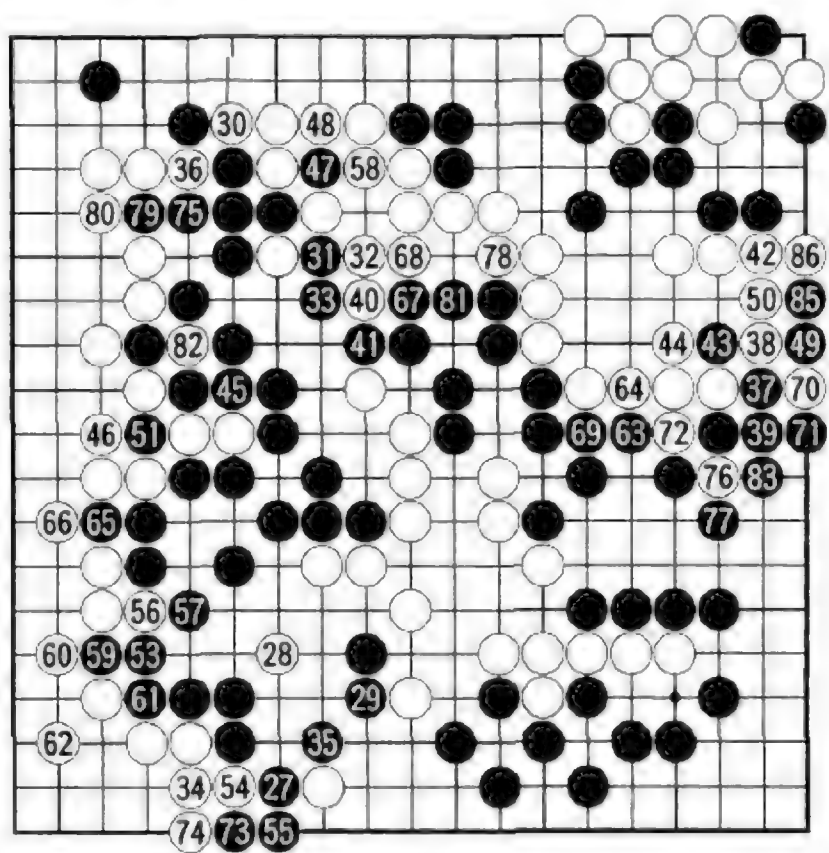


Figure 4 (127 – 187)

52: retakes; 84: connects (left of 82);
87: connects (at 70)

Figure 4 (127 – 187). A bloodthirsty game

Black 31. Black plays safe by discarding his two stones at the top. The game is over when he plays 37.

Not many games like this are seen in title matches: with captures White had an enormous territory of 128 points, but this was not enough to win — Black had 137 points. At the end of the game there was just one large white group and one slightly larger black group. There were mistakes by both sides, so perhaps the game does not qualify as a masterpiece, but it was certainly a great attacking game.

At this point the Kisei match seemed to be all over, and Shuko's prestige was at a zenith. After all, Cho Chikun had been dominating the top titles for the previous two or three years, yet here he was being completely humbled by Shuko. What was all that advance publicity about this being Shuko's most dangerous challenger?

Black wins by 3½ points.

Time taken. White: 8 hours 59 minutes

Black: 8 hours 7 minutes

Game Four

White: Fujisawa Shuko

Black: Cho Chikun

Played on 16, 17 February 1983 in Otaru City, Hokkaido. *Commentary by Rin Kaiho*

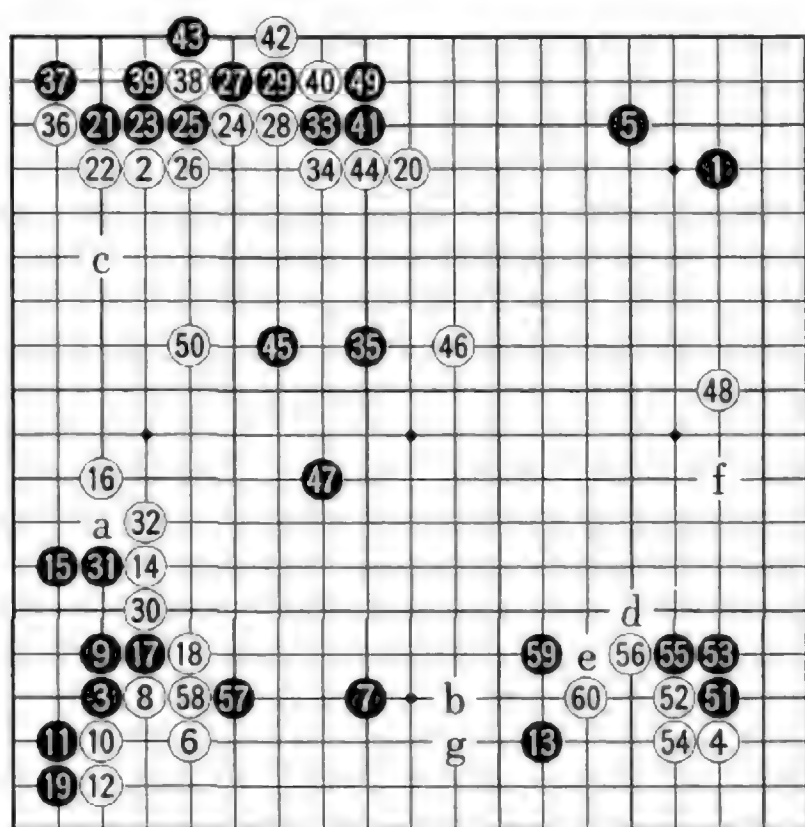
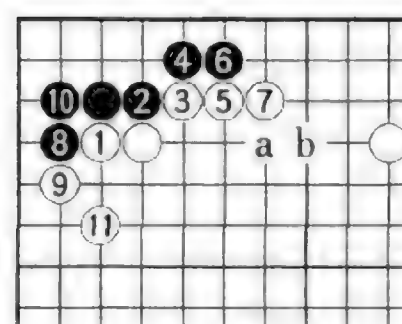


Figure 1 (1 – 60)

Figure 1 (1 – 60). *Shuko goes for thickness.*

Black 13. Cho develops rapidly: Black 'a' or 14 is the joseki, but he wants to prevent White 'b'.

Black 21. Black 24 or 'c' would be more usual. In a komi game Black usually tries to seize the initiative by attacking, but invading at 21 is



Dia. 1

likely to lead to a leisurely, drawn-out game.

White 24. White's aim is to take sente so that he can build thickness with 30 and 32. Instead of 24 —

Dia. 1. Following the standard joseki here would be good enough for White, but he would lose sente. If he switched 7 to 30 in the figure, Black's two-step hane with Black 7 — White 'a' — Black 'b' would be troublesome, whereas in the figure blocking at 34 works effectively.

Black 35 satisfies the main criterion of a reducing move: it makes it hard for the opponent to decide whether to defend underneath or to attack on top.

White 36 – 44. Simply giving atari at 41 with 36 would be too thin, while playing 36 at 44 would give White no good follow-up.

White 48 is the biggest point. When basing your game on thickness, it's important to keep open the option of competing territorially. That makes the opponent play all-out. The trick is to attack his resulting thinness.

Black 49. The sealed move.

White 50. Meant more to reinforce the cutting point below 24 than to surround territory.

Black 59. Correct shape is Black 'd' — White 'e' — Black 'f', but that would give White the invasion at 'g'.



We have only just begun to fight.

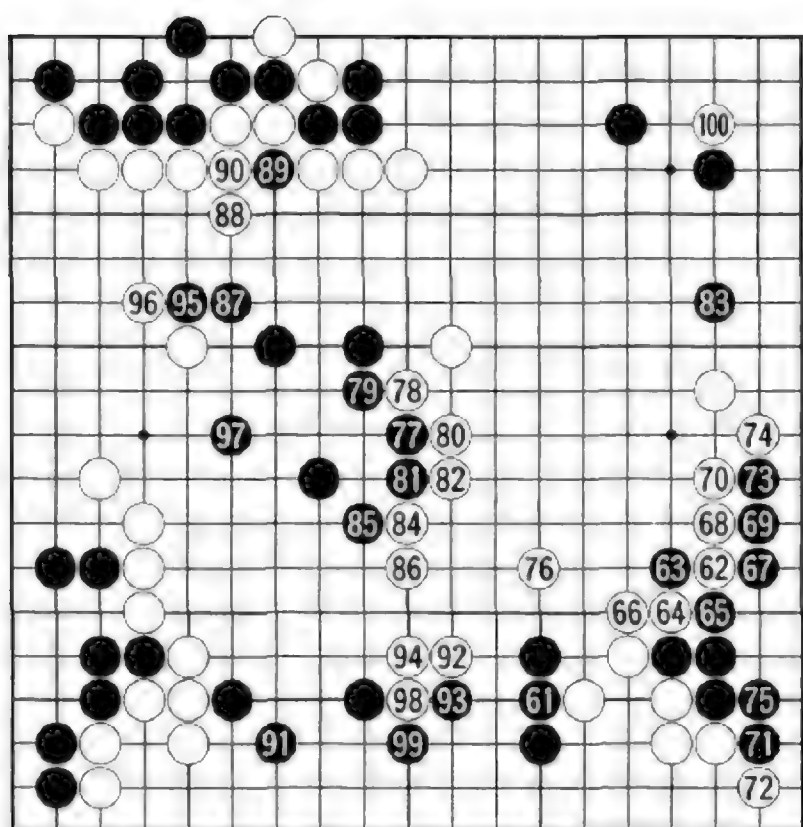


Figure 2 (61 - 100)

Figure 2 (61 - 100). Thickness v. territory

The result up to 75 is a little painful for Black. He is ahead in territory, but White's thickness gives him a slight edge. That throws doubt on Black's strategy with 59 in Figure 1.

White 78 helps Black to strengthen himself, but that can't be helped. If White simply attaches at 80 with 78, Black hanes at 82 and spoils White's centre territory.

Black 87. A well-timed probe: if White 95, the cutting points at 89 and 90 give him bad aji.

Black 89. If played later, White might just give up the two stones.

Figure 3 (101 - 150). A group hanging in the balance

White 2, aiming at a ko with 'a' is big, but White 'b' would also be a good move. Shuko appeared dissatisfied when Cho played 3 and 5. White 6 is an attempt to stop the centre group from getting two eyes, but after 8 to 16 there is no point in continuing the attack. Black can even tenuki.

Black 17. Black 22 would be more solid. That would make miai of linking up the bottom and centre groups and making an eye for the latter with 39. Black's strategy with 17 is to establish a definite lead and to rely on his skill at shinogi to save the centre group.

White 22 and 24 stop Black from linking up through the centre. If Black omits 25, he dies, as demonstrated in Dia. 2.

White 32. The centre group looks weak, but it

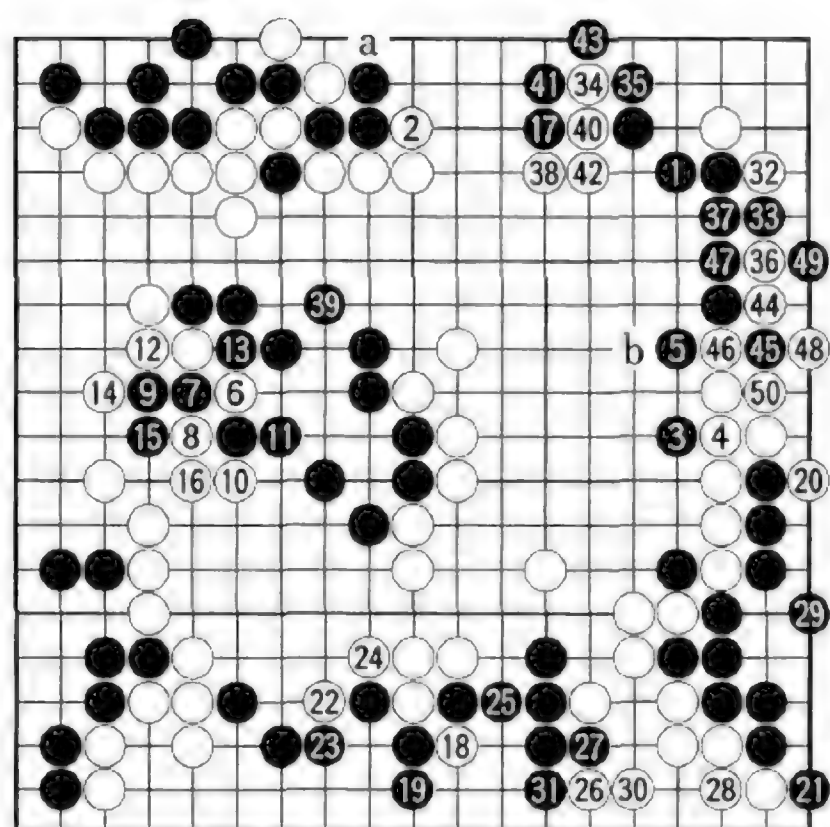
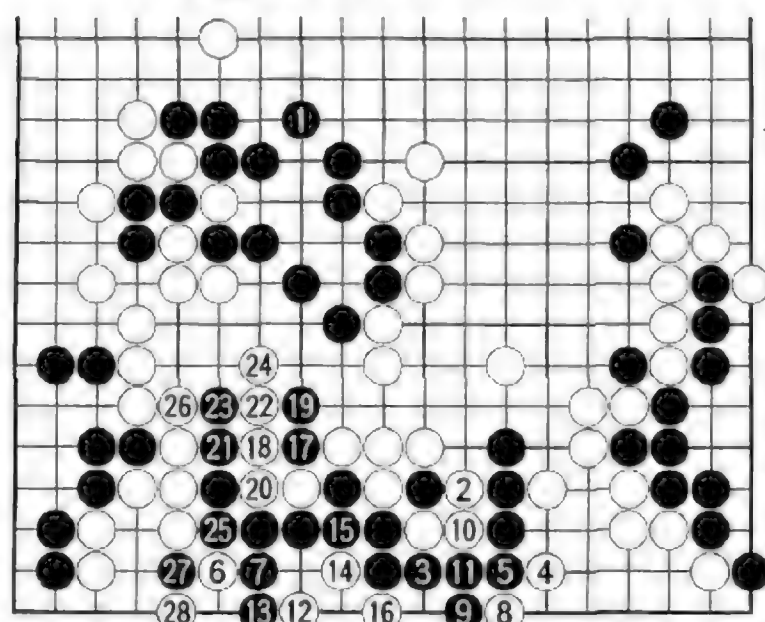
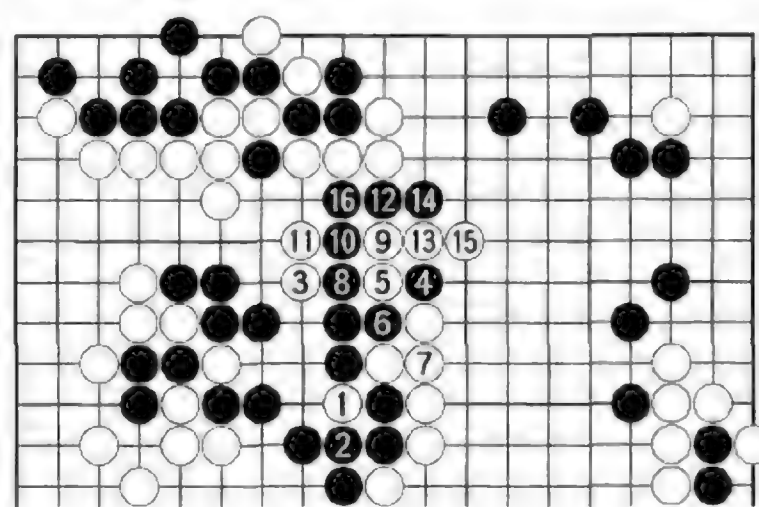


Figure 3 (101 - 150)



Dia. 2

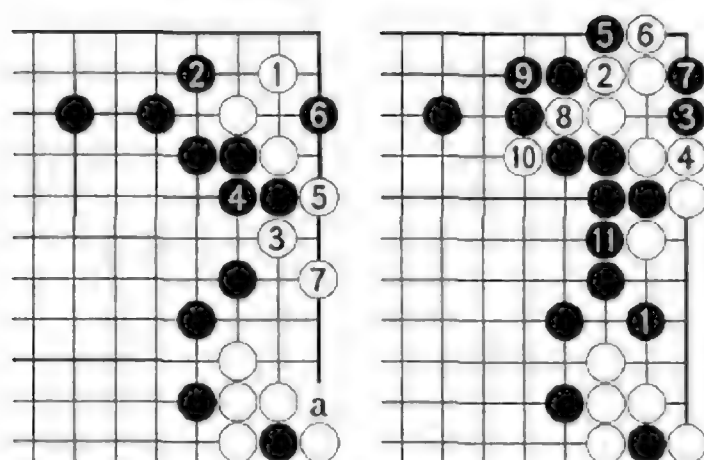


Dia. 3

cannot be captured. See Dia. 3.

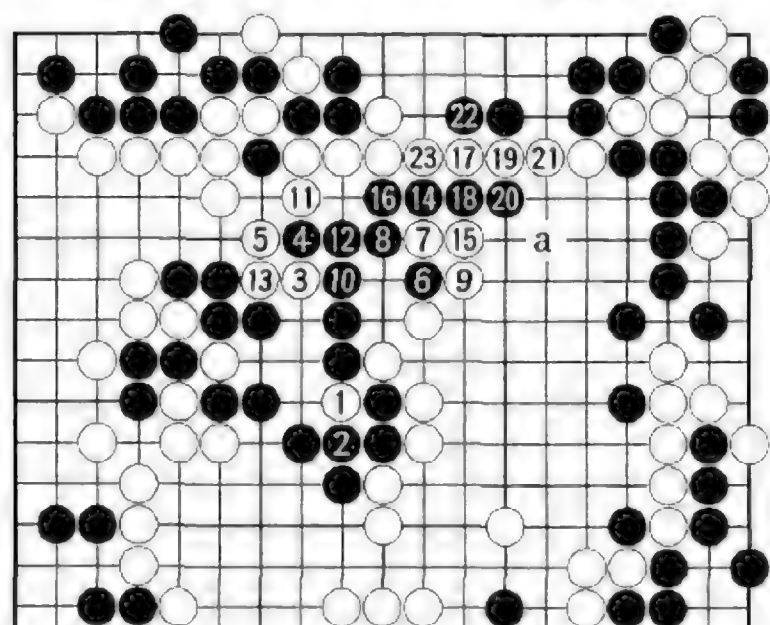
Dia. 3. White can reduce Black to one eye with 1 and 3, but Black can move out with 4 to 16. White cannot hope to capture him.

White 34. A mistake: White could get a ko as in Dia. 4. Black has too many weak groups to fight a ko, so he would have to let White live. Note that White 'a' would be sente against the black group below (in the bottom right of the figure). Instead of 6 -



Dia. 4

Dia. 5



Dia. 6

Dia. 5. Black 1 is Black's strongest counter, but if Black persists in trying to kill White, the latter gets to make the cut at 10. That might not seem to be a threat in the corner semeai, but it affects the black group in the centre. To wit —

Dia. 6. When White attacks with 1, the sequence to 23 follows. If next Black escapes with 'a', he loses the fight in the top right corner. This sequence was worked out by Kato Masao; Shuko commented that he had overlooked the tesuji of 7, which is a strong counter to White 6.

When White plays 38, Black cannot put off reinforcing his centre group any longer. With 34, however, Shuko missed a chance to clinch the Kisei title. Winning three straight had perhaps made Shuko overconfident so that he neglected to make the thorough analysis that has been typical of his play so far in Kisei title matches.

Figure 4 (151 – 219). *Outmanoeuvred*

With 55 Cho was down to his last minute of byo-yomi, but he played the endgame with his usual precision. When Shuko resigned, he was eight or nine points behind on the board.

Shuko: 'I mishandled my attack. Black cleverly outmanoeuvred me.'

White resigns after Black 219.

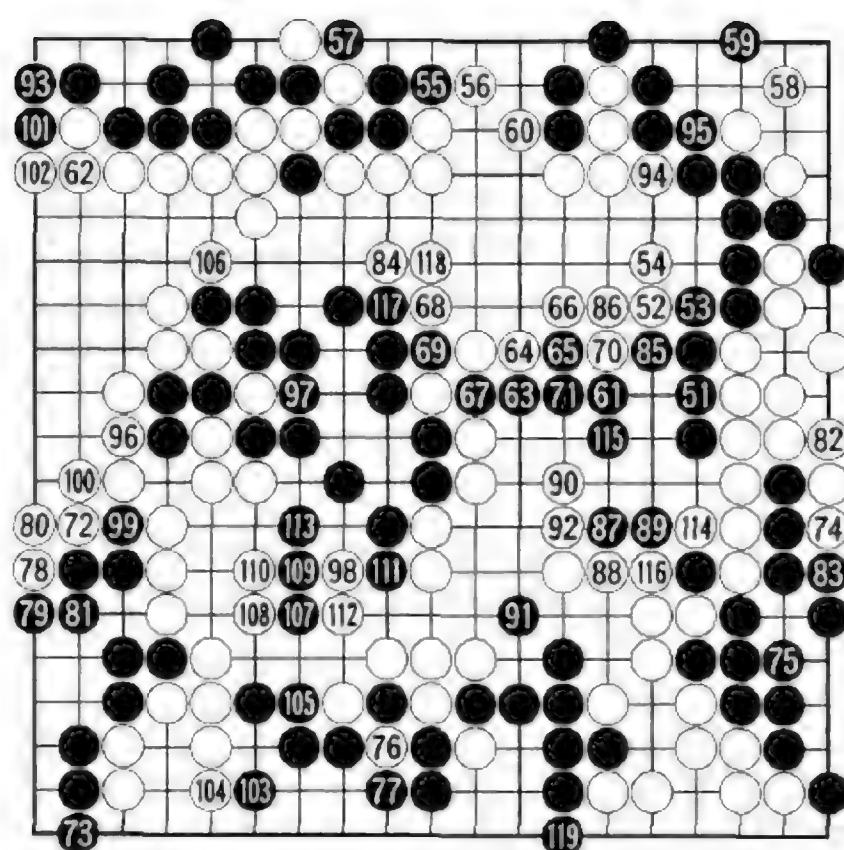


Figure 4 (151 – 219)

Time taken. White: 7 hours 3 minutes
Black: 8 hours 59 minutes

Game Five

White: Cho Chikun

Black: Fujisawa Shuko

Played on 23, 24 February 1983 in Himeji City

Commentary by Hashimoto Shoji 9-dan

Figure 1 (1 – 42). *Shuko's variation on Takemiya's move*

Black 13 is a move thought up by Takemiya Masaki — see the commentary on the 3rd Tengen game in this issue (page 12).

White 20. Shuko: 'White should extend.' That

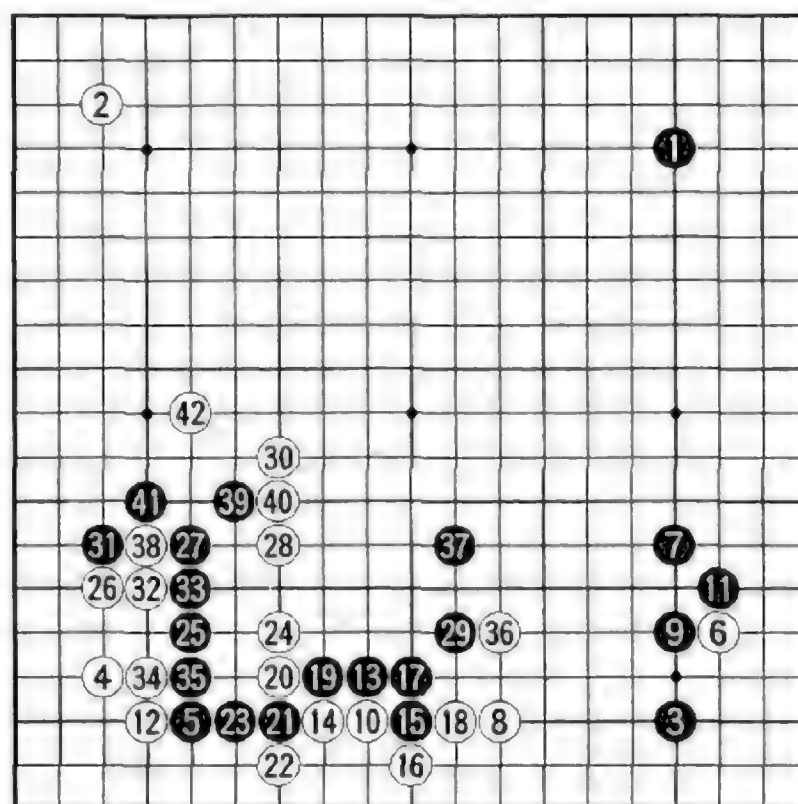
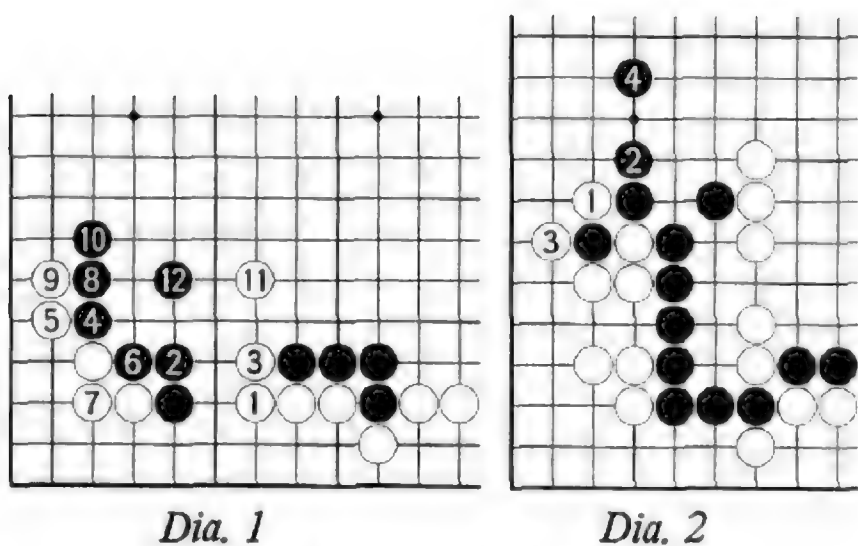


Figure 1 (1 – 42)



would lead to the sequence in Dia. 1.

Cho: 'White has more stones here, so I thought that he could fight with the hane.'

Shuko: 'Cutting with 21 is a little favourable for Black.'

Black 41. The sealed move.

White 42. The only move — cutting at 1 in Dia. 2 would help Black to make good shape with 2 and 4.

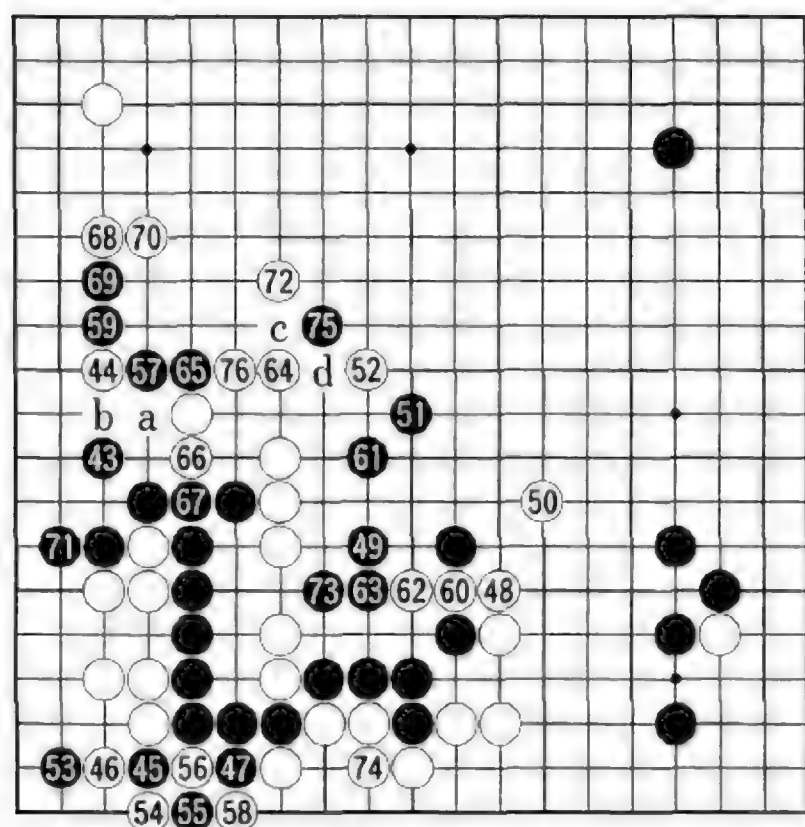
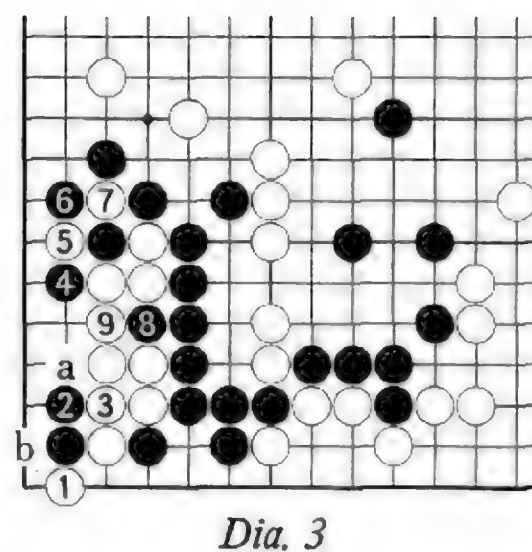


Figure 2 (43 - 76)

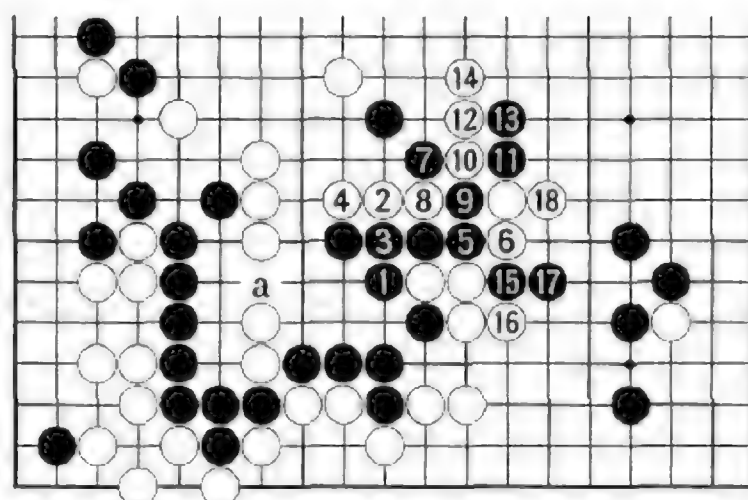
Figure 2 (43 - 76). A temporary lead

Black 43 aims at 53. White has to fight a ko with 54. If he gives way with 1 in Dia. 3, he gets into a worse ko after Black 2 etc. Note that White could live with 5 at 'a', followed by Black 6, White 'b', but this would be too painful.

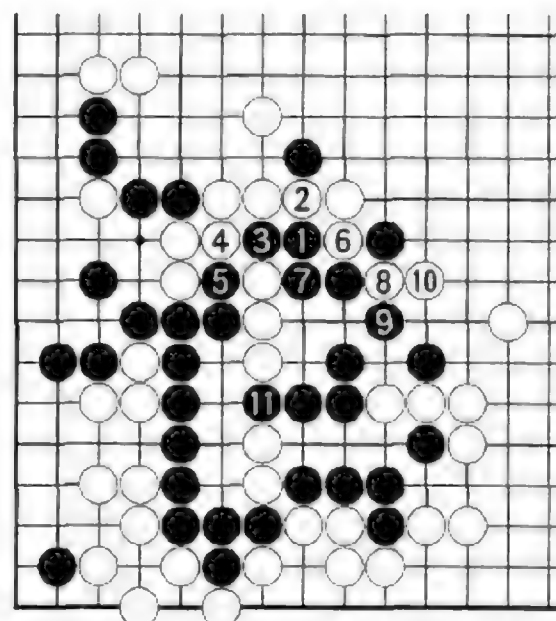
Black 55. Shuko commented that he should have attached at 57 first, as White would then have answered at 'a'. If then Black 55 and White 56, Black plays 'b' as his ko threat; if next White 58 and Black 59, Black gets a better result than in the game, as the white stone has less aji (as is



Dia. 3



Dia. 4



Dia. 5

seen later, the aji of 44 places constraints upon Black's play in this area). Nevertheless, the result to 59 looks good for Black.

White 60 is a surprisingly strong move. If Black carelessly answers at 1 in Dia. 4, White makes a nasty peep at 2; if Black keeps resisting in the centre, he gets into an unfavourable semeai after 18, so he would have to backtrack with 5 at 'a'. That would enable him to capture two stones, but White would get a good result by squeezing on the outside. Black 61 in the figure is therefore forced.

Black 65. Giving atari to the left of 44 is the honte. Because of 65, Black has to answer 68 at 69, which is painful.

Black 73. Shuko played cautiously because he

thought that he was still ahead, but actually Cho seems to have pulled even with 74.

Black 75. Black should omit this move and play at 77 immediately. Shuko expected Cho to answer 75 at 'c' or 'd', but 76 was a good answer. If next Black 1 in Dia. 5, White is happy to discard three stones. Black can't let him build this kind of thickness.

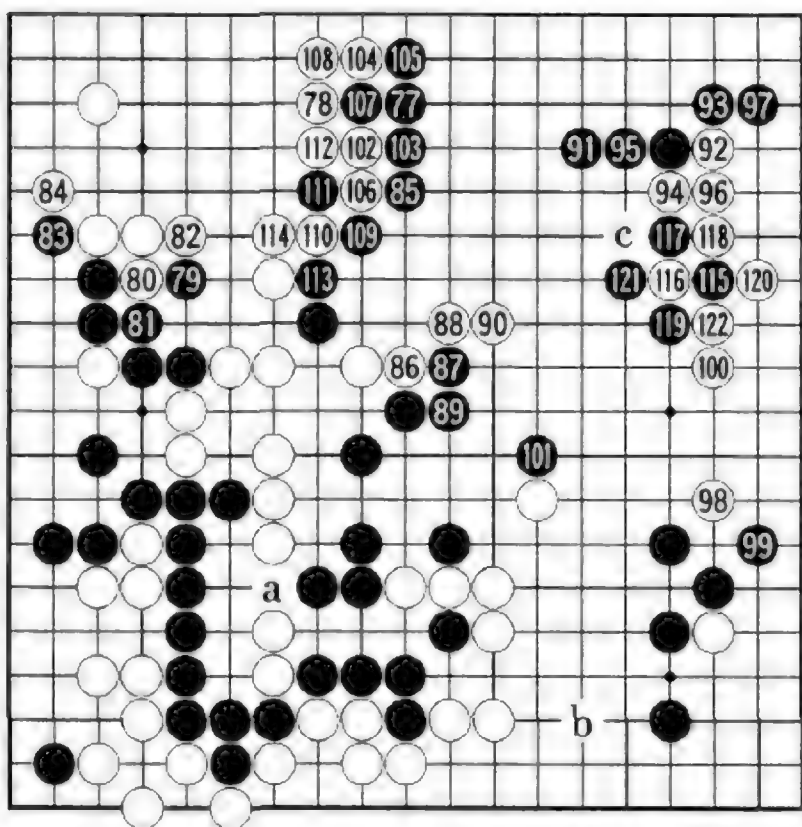


Figure 3 (77 - 122)

Figure 3 (77 - 122). *Shuko falters.*

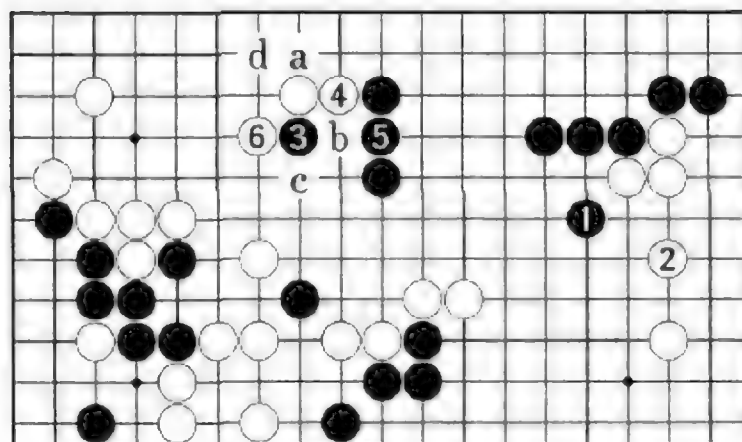
Black 85. White 86 is a good move, so 85 should have been at 88. Because of Shuko's hesitant play after the ko fight, the game is beginning to look promising for White.

Black 101. A cautious move, played in case White tries to attack the group by connecting at 'a'. However, this gives White the opportunity to play the very effective combination of 102 and 104. Instead of 101, Black should have forced with 1 in Dia. 6, then attached at 3 (if White 4 at 6, Black plays 'a', White 'b' Black 4, White 'c', Black 'd'). After White 4 and 6, Black could switch to 'b' in the figure. Note that Black 1 in the diagram would offer some assistance to Black's centre group if White attacked it.

Black 115. A desperation move: Black now knows that he is behind. However, White contains the attack by answering simply with 116 to 122 (if White 120 at 'c', Black 122 would be troublesome).

Figure 4 (123 - 172). *Shuko loses too much ground.*

Black 25 is a mistake: Black should capture



Dia. 6

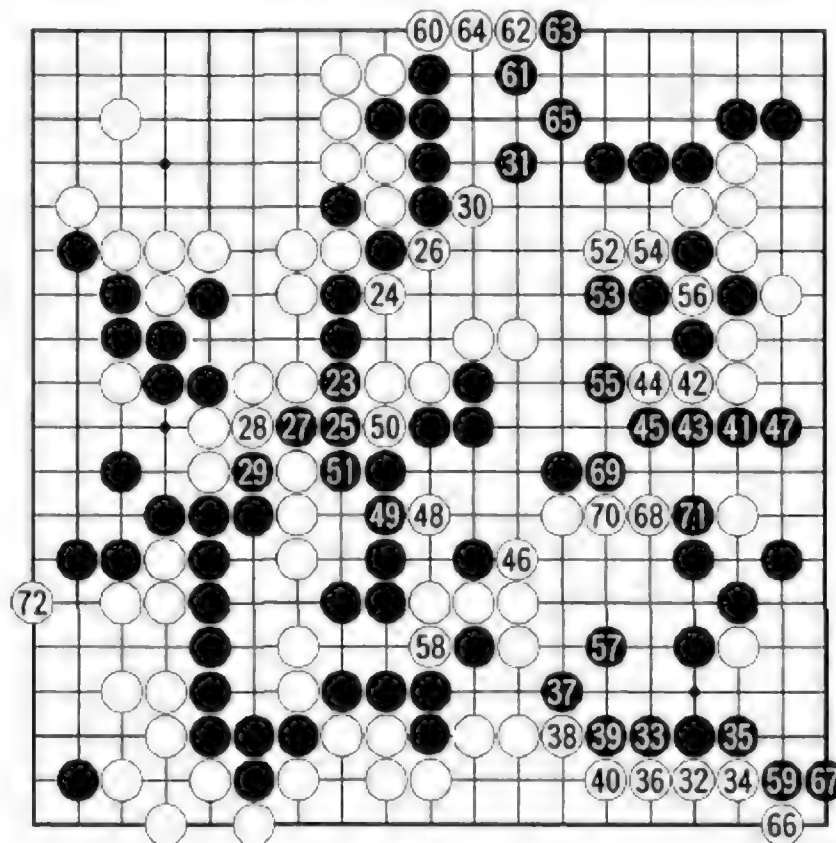
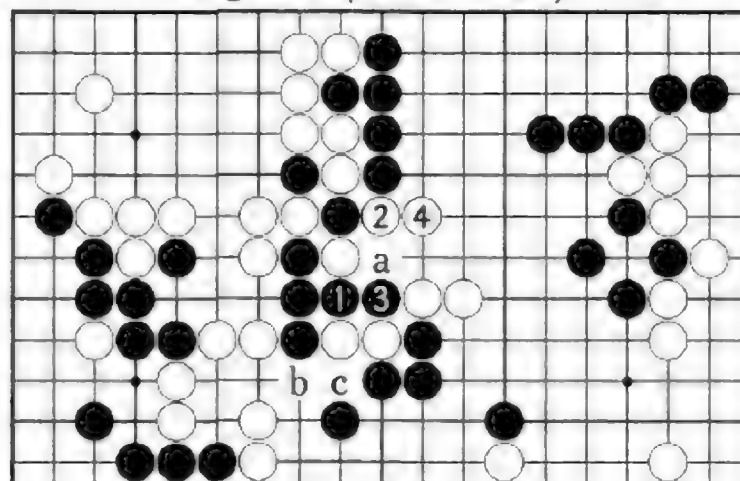


Figure 4 (123 - 172)



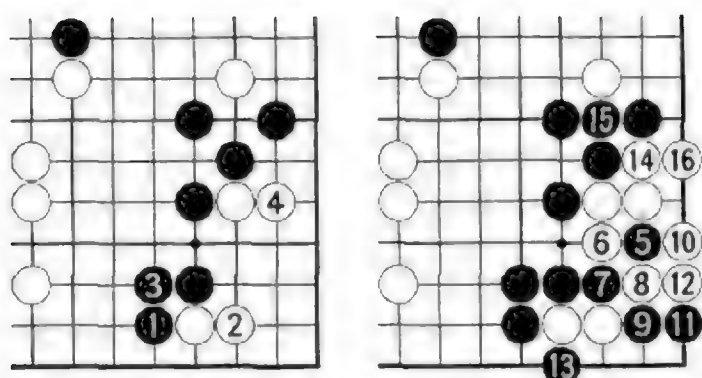
Dia. 7

two stones with 1 and 3 in Dia. 7, then switch to 39 in the figure. Playing White 2 at 3 would be risky: after Black 'a', White 'b', Black 'c', the five white stones would be cut adrift.

Black 29. Black takes considerable profit this way, but unfortunately in gote. White 32 swings the game decisively towards White.

Black 33. If at 1 in Dia. 8 (next page), White lives with 2 and 4. Next -

Dia. 9. Attempting to kill White with 5 fails.



Dia. 8

Dia. 9

Black 41 is large but does not compensate for the territory taken by White at the bottom. White also builds thickness up to 44. Perhaps the issue was decided when Black lost the opportunity to play 'b' in Figure 3.

An important factor in Shuko's defeat in this game was his over-optimistic assessment of the overall position, which perhaps can be held responsible for the uncharacteristic slackness of his play in the latter part of the game.

It was at this point, with Cho having bounced back with two successive wins, that Shuko fans started to get a little worried. Shuko's play seemed to be lacking its usual rigorousness, while Cho's was getting better and better.

Black resigns after White 172.

Time taken. White: 8 hours 55 minutes

Black: 8 hours 7 minutes

Game Six

White: Fujisawa Shuko

Black: Cho Chikun

Played on 9, 10 March 1983 in Gifu City

Commentary by Hane Yasumasa 9-dan

Figure 1 (1 – 36). Yet another innovation

White 10. White is looking for a fight. White 1 in Dia. 1 would be more peaceful; if Black 2, White 3 to 7 give a leisurely fuseki.

White 16. A new move – the joseki is White 19.

White 18. The follow-up. If White 19 instead, Black will extend to 'a'. Shuko said later that he had found it hard to choose between 18 and 1 in Dia. 2. The idea in Dia. 2 is to sacrifice two stones in order to fix up White's shape.

Black 19 looks natural, but Black could also defend solidly at 26.

White 20 and 22 are the counter White has prepared. Black has to resist the temptation to play 25 at 1 in Dia. 3, as that would let White make good shape with 2 and 4.

The result to 30 seems reasonable, but if one

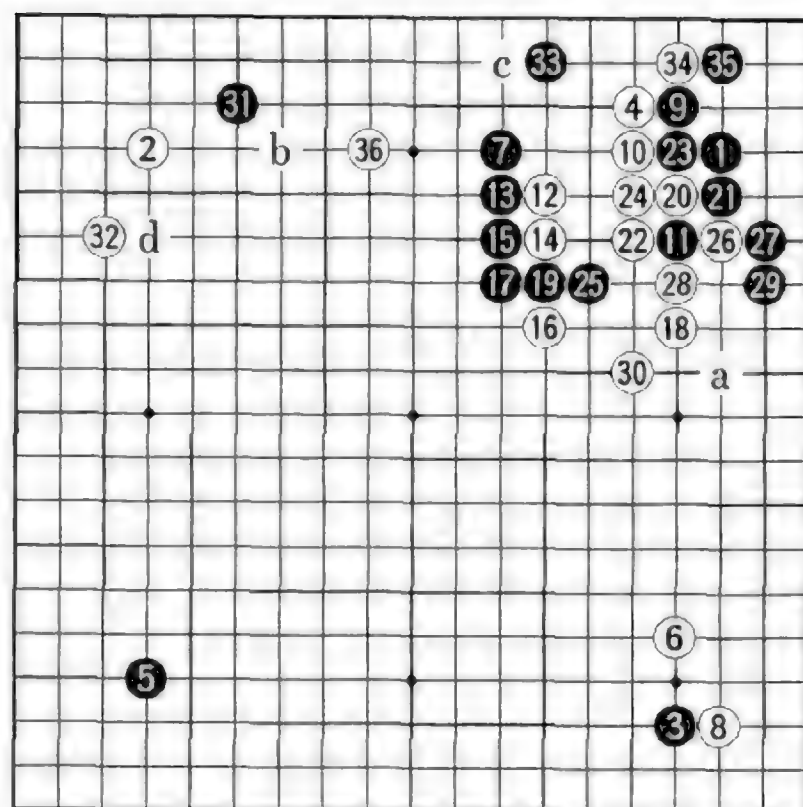
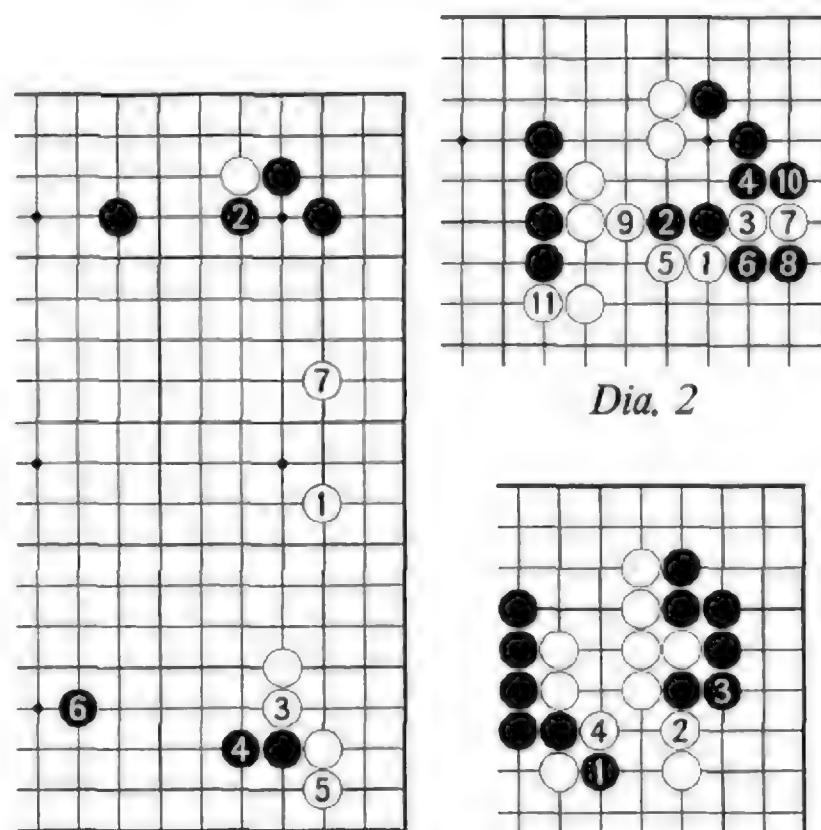


Figure 1 (1 – 36)



Dia. 1

Dia. 3

had to adjudicate it, one might have to rule in favour of Black, since he has played on both sides. Kudo 9-dan thought that Black had had the better of it also. He commented: 'White looks like a fleshless skeleton.' It is true that White has rather meagre eye-shape.

Black 31. I (Hane) would prefer to play at 'b'; if then White 'c', Black could make a second kakari at 'd'. However, playing on the second and third lines with 31 and 33 does fit Cho's style.

White 36 is a natural invasion after 33; it starts a very difficult fight.

Figure 2 (37 – 94). Cho ahead?

Black 39. Solidly connecting at 1 in Dia. 4 is better. If White 2 and 4, Black can then invade

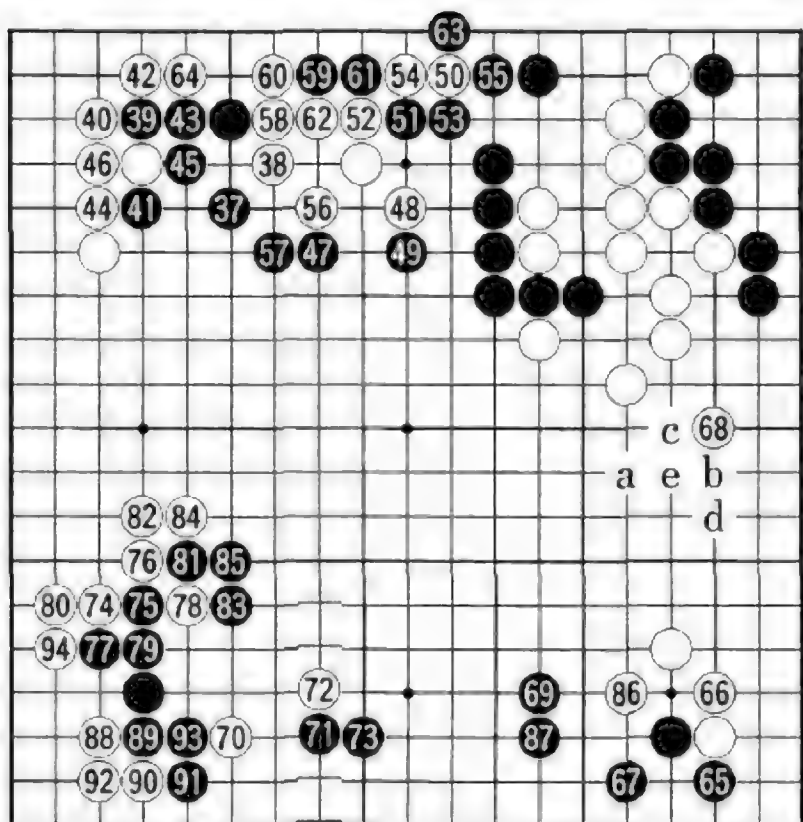


Figure 2 (37 - 94)

at 5, for a better result than he gets in the game. Incidentally, if Black plays 39 at 41, the sequence in Dia. 5 results. Cho did not like this.

White 42. A good move: White scores points here. If White simply played 42 at 44, Black would get a comfortable shape with 2 and 4 in Dia. 6. Later he could descend at 'a' or even make the aggressive hane at 'b'. In the figure he has, in effect, made bad shape by answering White 'a' in the diagram at 'c' (that is, 42 at 43).

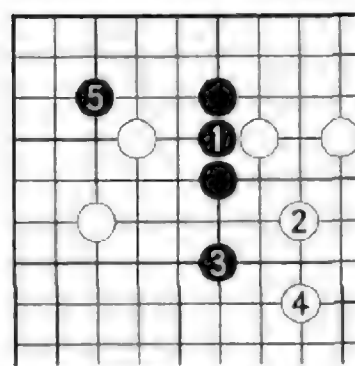
Black 45. The sealed move.

Black 47. Black will have to torment the two white stones quite a bit to make up for White's gain in the corner, but the result to 64, with White safely linking up, seems at first glance quite good for White. However, Shuko commented after the game that he had made a slip with 58. Instead —

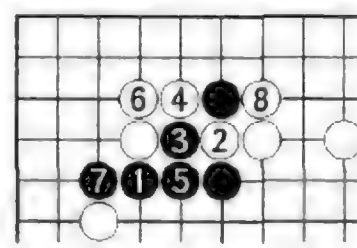
Dia. 7. White should play in at 1. Black does not have enough ko threats, so eventually he will have to give way with 8. After 10, however, Black is left with a cutting point at 'a', so his centre position is weak.

In the game Black lives by capturing two stones up to 63, so if White later plays 1 and 3 in Dia. 7, Black will simply pull back at 'a' with 4. That is why Shuko was dissatisfied with the result at the top.

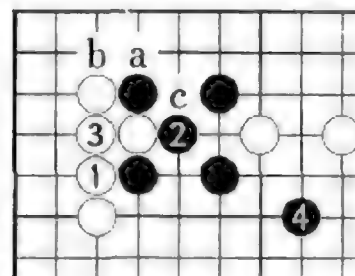
Black 65 shows the accuracy of Cho's positional judgement. Hane commented that he would have attacked White with a pincer at 'a', but Cho had summed up the overall position



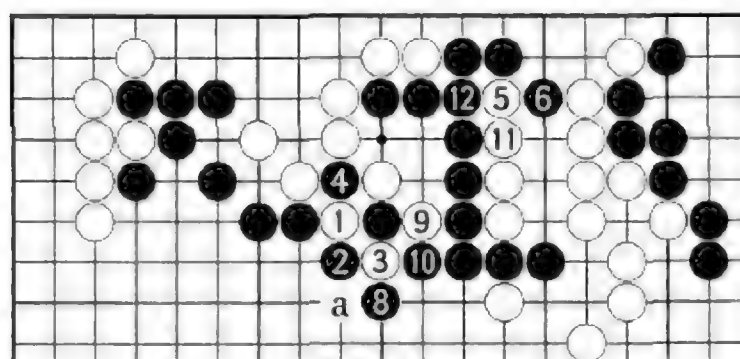
Dia. 4



Dia. 5



Dia. 6



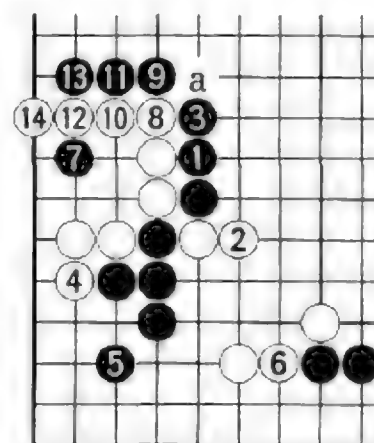
Dia. 7 7: ko

and concluded that he could win on territory. He was therefore playing solidly.

White 68. A difficult point: the joseki is 'b', but then Black 'c' would be nasty. However, playing conservatively at 'd' would make 'e' just right for Black. White has little choice but to play all-out with 68.

White 70 — 94. A joseki. Black would like to play 83 at 84 if it were sente, but White would probably counter with 2 in Dia. 8.

Dia. 8. If White 2, Black 3 etc. follow. Black can then build thickness with 9 to 13, but a wall in this part of the board is worthless. White lives with 14, but Black's corner group is not yet secure and he has a defect at 'a'. It seems wiser to avoid these complications if 83 suffices to keep the lead.



Dia. 8

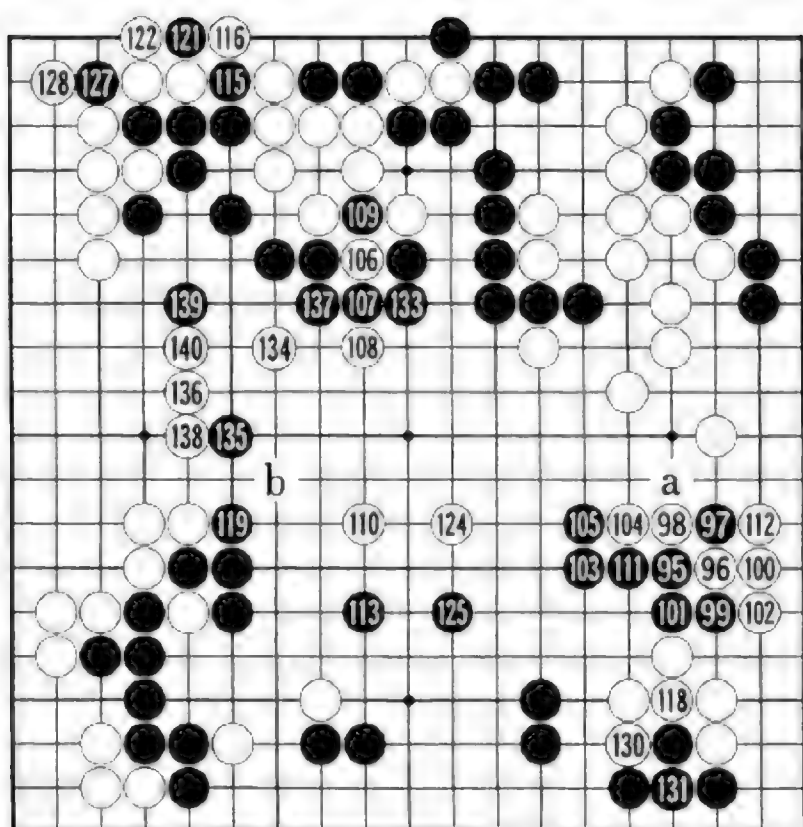


Figure 3 (95 - 140)

Ko: 114, 117, 120, 123, 126, 129, 132

Figure 3 (95 - 140). One slack move

Black 95. Black moves decisively to wind up the middle game by exploiting the weaknesses in White's overextended position on the side. White has no way of attacking 95, so he has to compromise with 96 and 98. Attaching on top at 111 instead of 96 would only endanger the white group above (Black would attack with 'a').

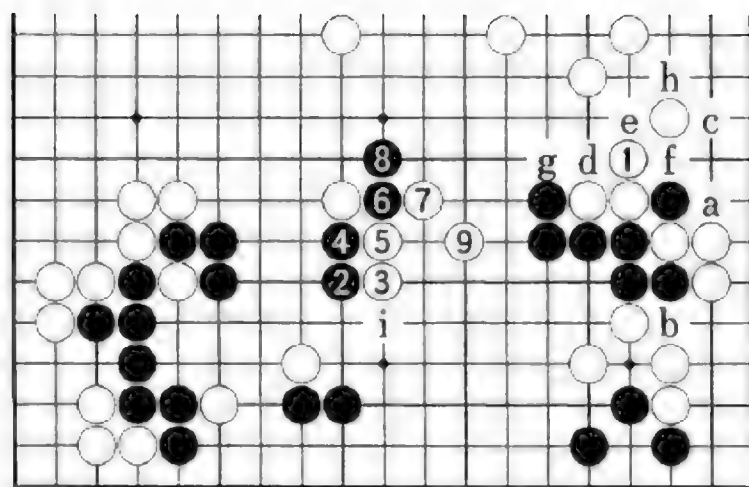
White 110. White 'b' would not be enough.

White 112. White has to reinforce somewhere, but 112 is slack and might well be the losing move. It certainly puzzled Sakata, who commented: 'What's wrong with Shuko?' The all-out move here was White 'a'.

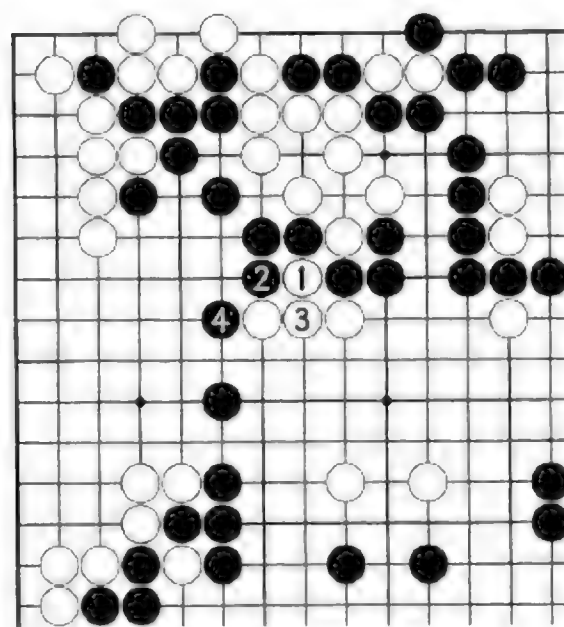
Dia. 9. White 1 defends against the Black 'a' - White 'b' - Black 'c' combination, which is the immediate threat of 111, and it works better in the centre for White than 112. If next Black 2, White can attach at 3; Black's counterattack with 4 and 6 does not worry him too much, as he should be able to escape after 9. However, when White has played 1 at 'a' (112), Black has a forcing move at 'd' (after White 1, Black 'e', White 'f', Black 'g' threatens to cut at 'h'), so the white invaders would be in considerable danger. If White had followed this diagram, he would have had a reasonable chance of winning. (Note that Black 4 at 'i' would probably not be enough for Black.)

Black 113. Cho went into byo-yomi.

Black 125 secures a large area at the bottom. This gives him a slight edge.



Dia. 9



Dia. 10

Black 133. Black plays safe. There is no need for him to take chances with the ko.

White 136. If White cuts at 1 in Dia. 10, Black counters with 2 and 4 and White is the one in trouble.

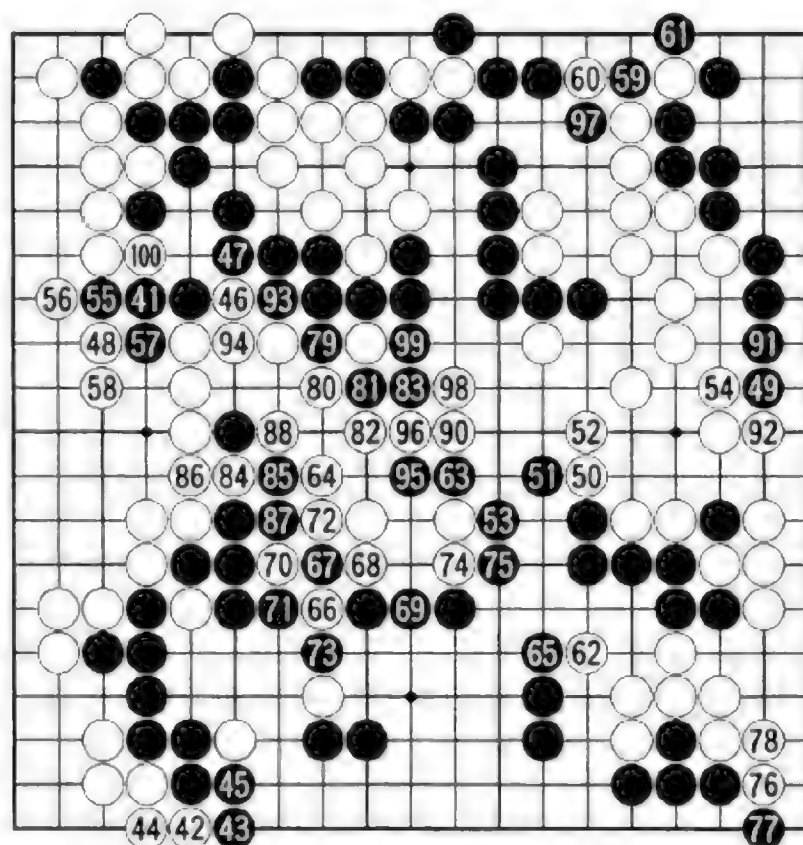


Figure 4 (141 - 200)

89: at 67

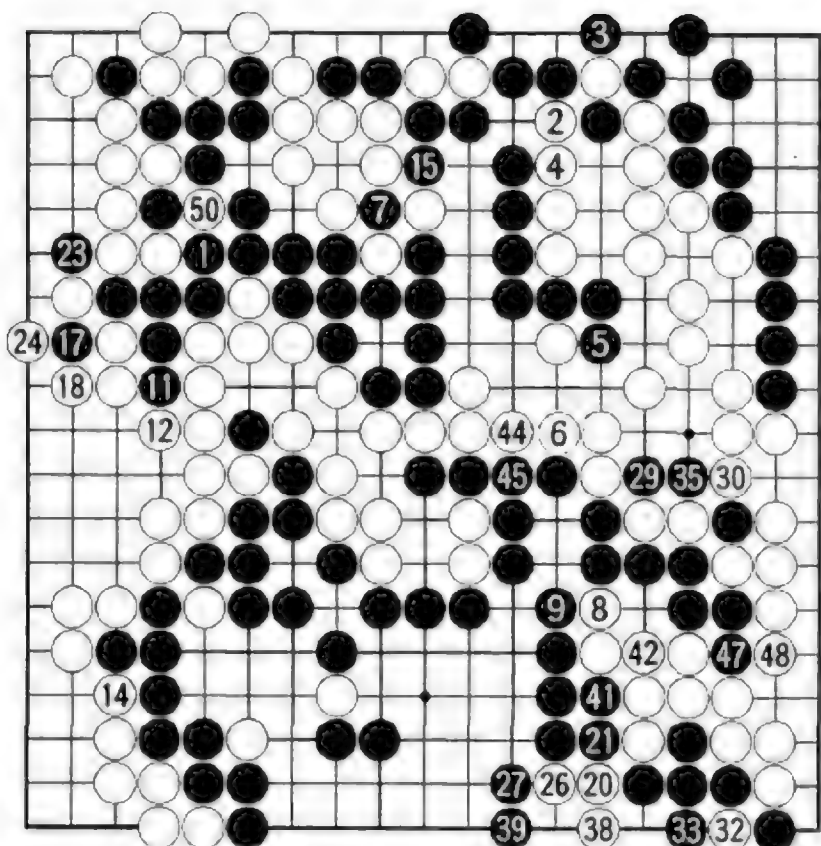


Figure 5 (201 - 250)

Ko (at 7): 10, 13, 16, 19, 22, 25, 28, 31, 34;
36: connects (below 30); ko: 37, 40, 43, 46, 49

Figure 4 (141 - 200). Minor slips

Black 81. Black 88, forestalling White 84, is a little bigger. The exchange to 89 is a bit of a loss for Black.

White 90. A slip by White. Since White answers 91 at 92, the former is worth $3\frac{1}{2}$ points in sente. If White had played 90 at 91, he would only have lost by about $2\frac{1}{2}$ points.

Figure 5 (201 - 250), Figure 6 (251 - 291). Cho evens the series.

With this win by Cho, the series was even for the first time. After Shuko's third straight win,

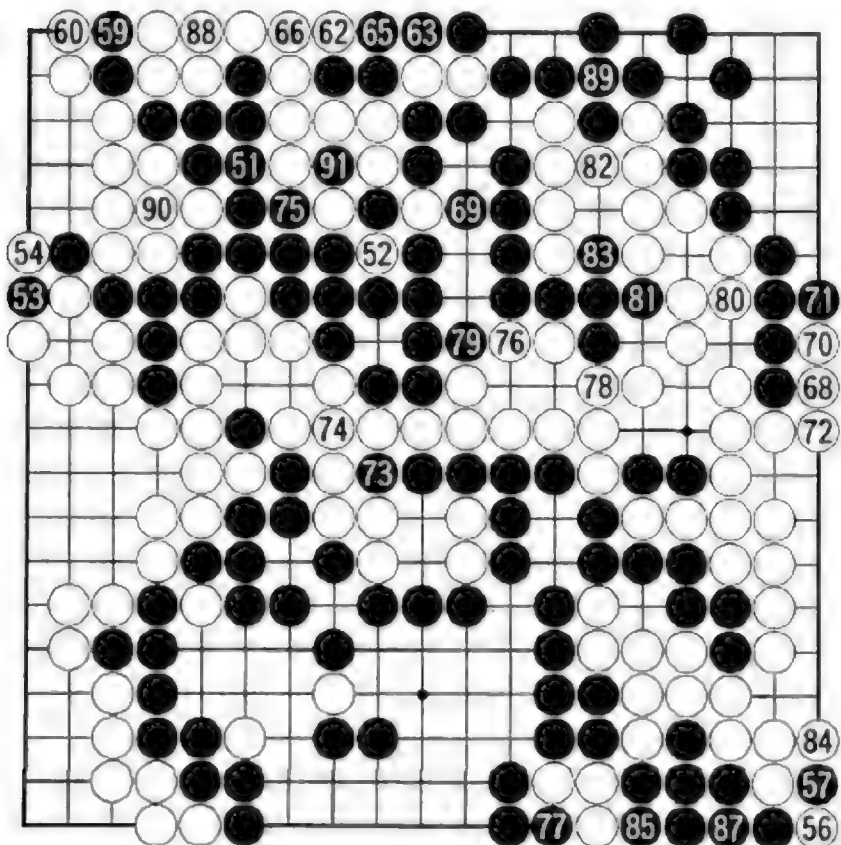


Figure 6 (251 - 291)

Ko (at 52): 55, 58, 61, 64, 67; 86: ko (at 56).
Each side connects a ko.

no one, not even Cho's most loyal fan in Korea, could have doubted that Shuko had the title in the bag. Cho's tenacious fightback was very impressive and now all the momentum of the series was running his way. Cho himself had said a number of times that he would be satisfied if he won three games, as that would fulfil his responsibility as challenger, but now he went into the final game the favourite.

Black wins by $5\frac{1}{2}$ points.

Time taken. White: 4 hours 31 minutes

Black: 8 hours 58 minutes

(Commentaries on Games 2 to 6 adapted from the Yomiuri newspaper.)

Game Seven

White: Cho Chikun

Black: Fujisawa Shuko

Played on 16, 17 March 1983 at the Fukudaya Inn in Yotsuya, Tokyo

Commentary by Cho Chikun

Figure 1 (1 - 30). A dubious innovation?

Every game of this series has seen an original fuseki: it is almost as if these two players scorn the familiar, reliable patterns of professional go. Usually Shuko has been the innovator and this game was no exception. The moves to 14 form a conventional pattern, but this is probably the first time that 15 has been played in a professional game. When Black continues with 17, the continuation to 24 is inevitable. Black then plans

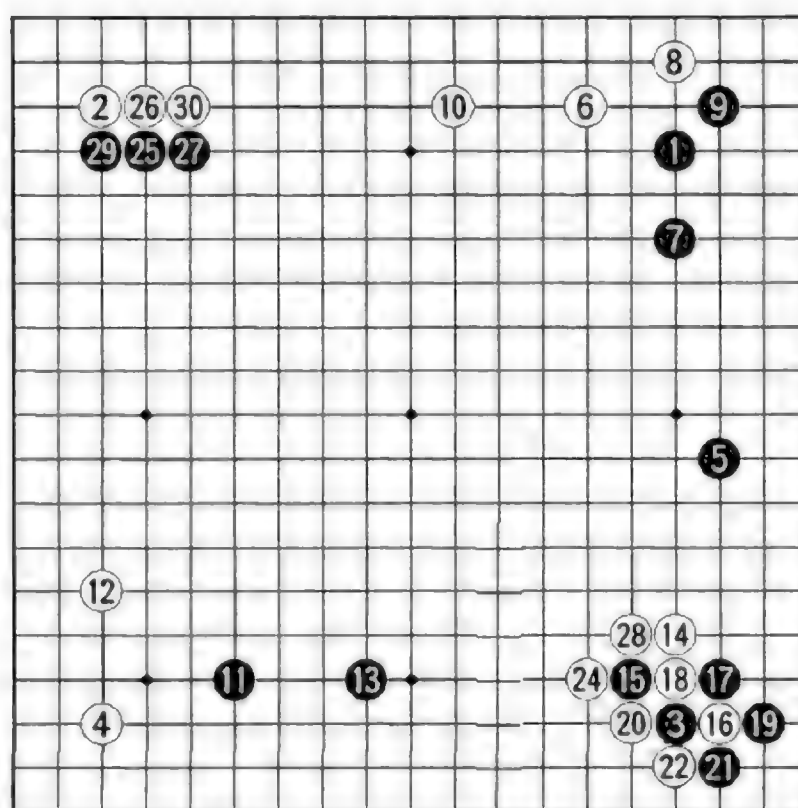
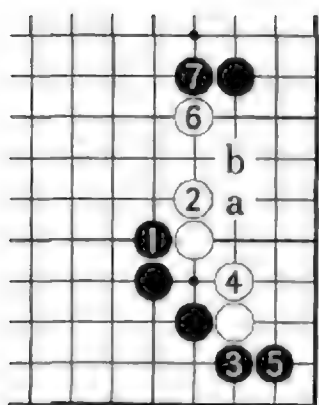
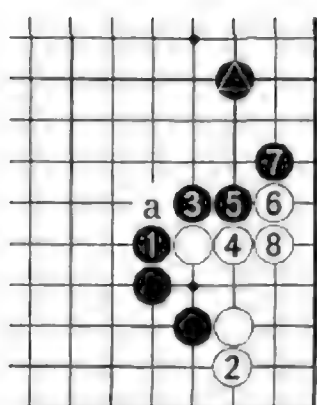


Figure 1 (1 - 30)

23: connects



Dia. 1



Dia. 2

to take compensation with the ladder-block at 25 for White's ponnuki at 28.

Black 17. If Black 1 and White 2, 3 and 5 seem reasonable for Black. White gets a cramped position after 7. If White 2 at 4, Black seals White in with Black 2, White 'a', Black 'b'. Therefore, instead of 2 —

Dia. 2. Cho intended to descend at 2. Black 3 looks painful, but White answers patiently up to 8. This looks feasible for White, since the marked black stone is now in a funny place and White can aim at cutting at 'a'.

White 26. Shuko overlooked the fact that White could answer once at 26: he thought that White had to capture immediately at 28, but 26 maintained the ladder. The presence of 26 makes a big difference. White's ponnuki inside Black's sphere of influence seems to be worth more than Black's successive moves at 27 and 29. The consensus of the professionals following the game was that the fuseki was unfavourable for Black.

Figure 2 (31 – 54). *Temporary insanity.*

White 34. This time it is Cho's turn to astonish the spectators. White 34 seems to flout conventional go wisdom by approaching too close to Black's thickness; White 'a' would be more usual. Cho: 'This is my style. If you analyse it calmly, building up the top area with 1 and 3 in Dia. 3 is a magnificent strategy and should be good enough for White, but this tepid style of play does not appeal to me. The opinion was expressed that White 34 was too close to Black's thickness, but I regarded this wall not as thickness but as a target for attack.' Among fellow professionals, Sakata and Takagawa expressed doubts about 34, but Kobayashi Koichi was enthusiastically in favour.

Black 35 is the natural counter to 34. Note that Black does not play his sente move at 'b', as White 'c' might be a minus for him on the side.

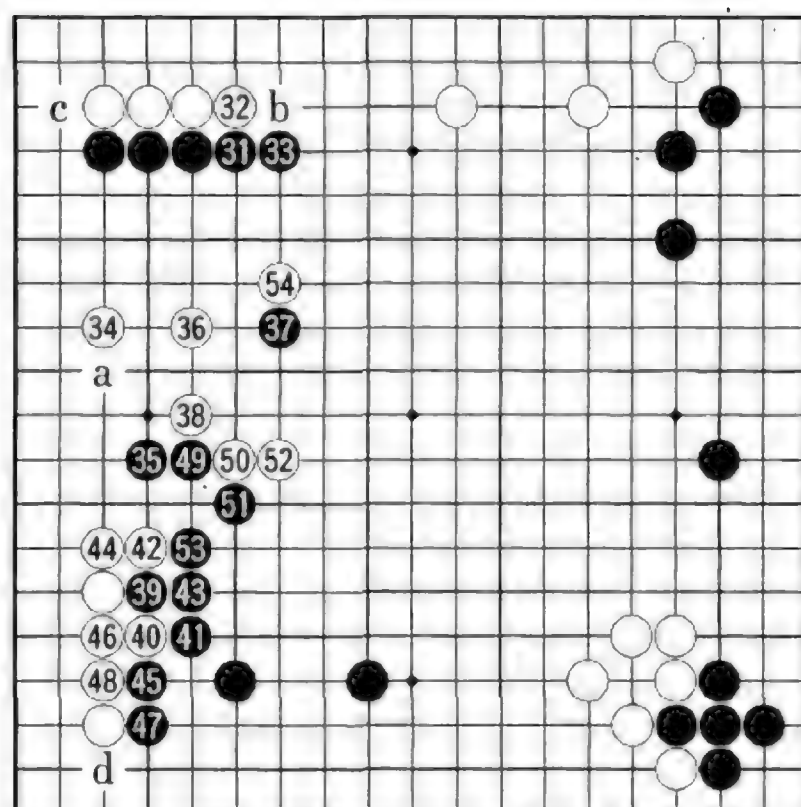
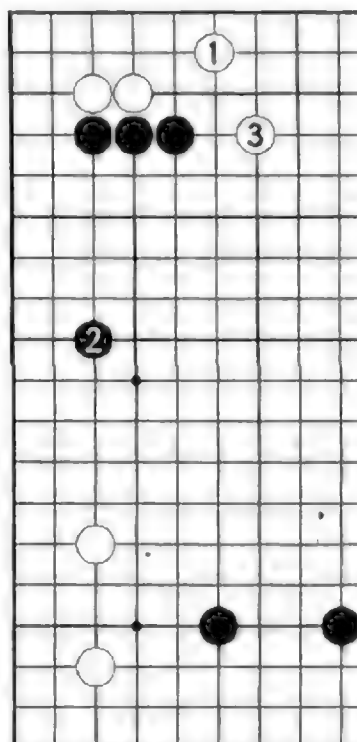
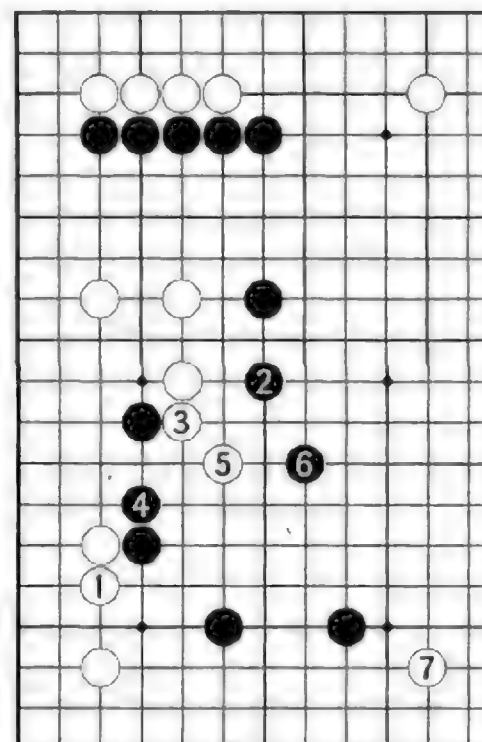


Figure 2 (31 – 54)



Dia. 3



Dia. 4

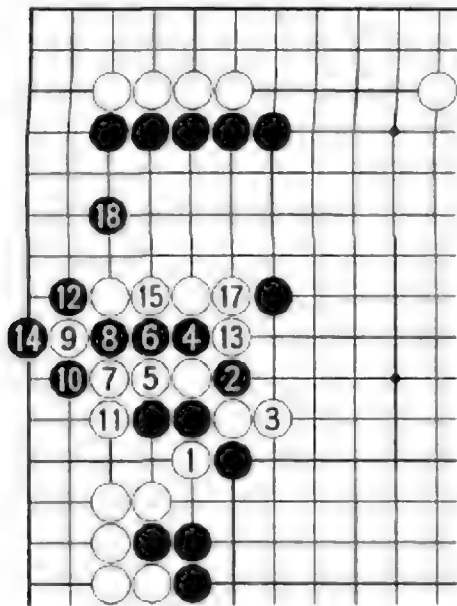
Black 39. Attach to get sabaki. Pushing up at 49 instead would just help White.

White 40 just gives Black a good hane at 41. There is nothing wrong with just pulling back at 1 in Dia. 4. Black 2 and 6 look threatening, but White's group is in no real danger, so he could switch to 7. Black gets good shape in the continuation to 47 in the figure.

White 48. Inexplicable — Cho describes it as "temporary insanity". Not descending at 'd' loses White five or six points, so 48 could well have become the losing move.

Black 51. Black is prepared to sacrifice his two stones if White cuts.

White 52. A difficult decision for White: he could cut at 1 in Dia. 5, even though this is what Black wants. Black has to sacrifice his two



Dia. 5

16: connects

stones, so the sequence from 2 to 9 is forced. Next, Black captures a stone with 10 etc., then links up with 18. This result is not bad for White, but letting the black group at the top settle itself is annoying. White prefers to attack the group, so he plays 52, but Black 53 is a thick move which gives Black a satisfactory result here. White will have to pull off something with his attack with 54.

Figure 3 (55 – 100). Promising for Shuko

Black 57. Dodging the attack is the wisest course. If Black played 57 at 58, White 'a' would be just right.

White 62. If he were not behind, White would cut at 63, but the game would be over if Black were allowed to settle his group with Black 62, White 'b', Black 'c'.

White 64. Correct shape, since White 84 is sente.

White 66. If White continued his attack with 69, Black 66 would just about secure the group.

Black 69. The sealed move.

Black 73. A superb point. Black has settled his group at the top in sente, so the game looks hopeless for White.

Black 83. A very calm move. Cho expected Black 'd' or 'e', but Shuko's strategy was to invite the invasion at 86, then to settle the game by attacking White. Even though he knows that 87 is coming, White has to play 86; reducing the side moyo with the shoulder-hit at 88 would not be enough.

White 96. The move that Cho thought about most in this game. He wanted to attach at 1 in Dia. 6. If Black answers at 2, White gets a better result than in the figure with 3 etc. Cho did

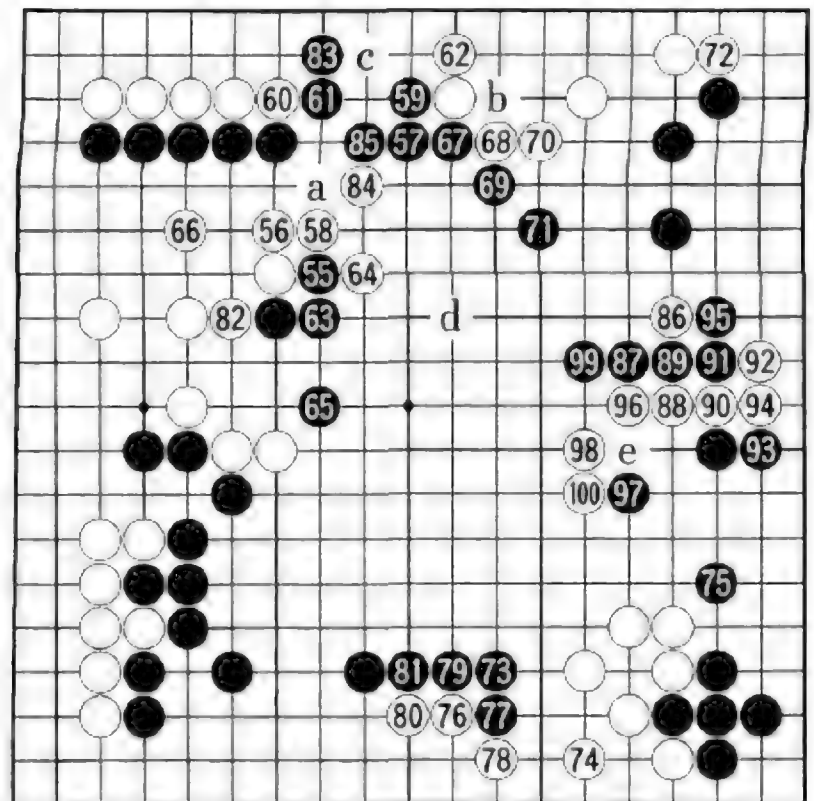
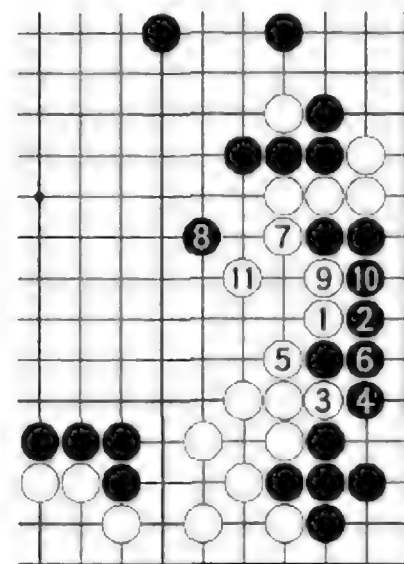
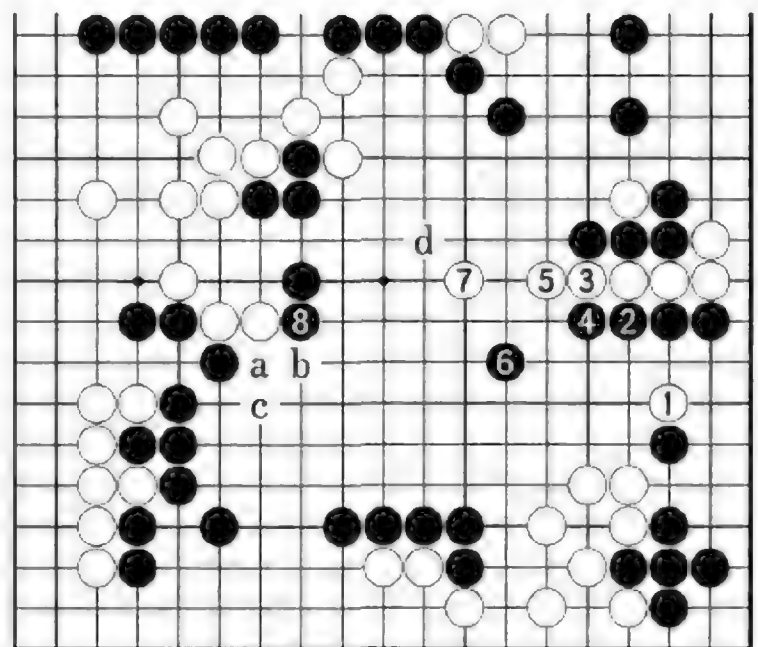


Figure 3 (55 – 100)



Dia. 6



Dia. 7

not play 1 because he was afraid that Black might counterattack with 2 in Dia. 7. After 7, Black blocks at 8 – if next White 'a', then Black 'b', White 'c', Black 'd'. Cho was not confident that he could save the centre group.

Black 97, 99. A severe attack.

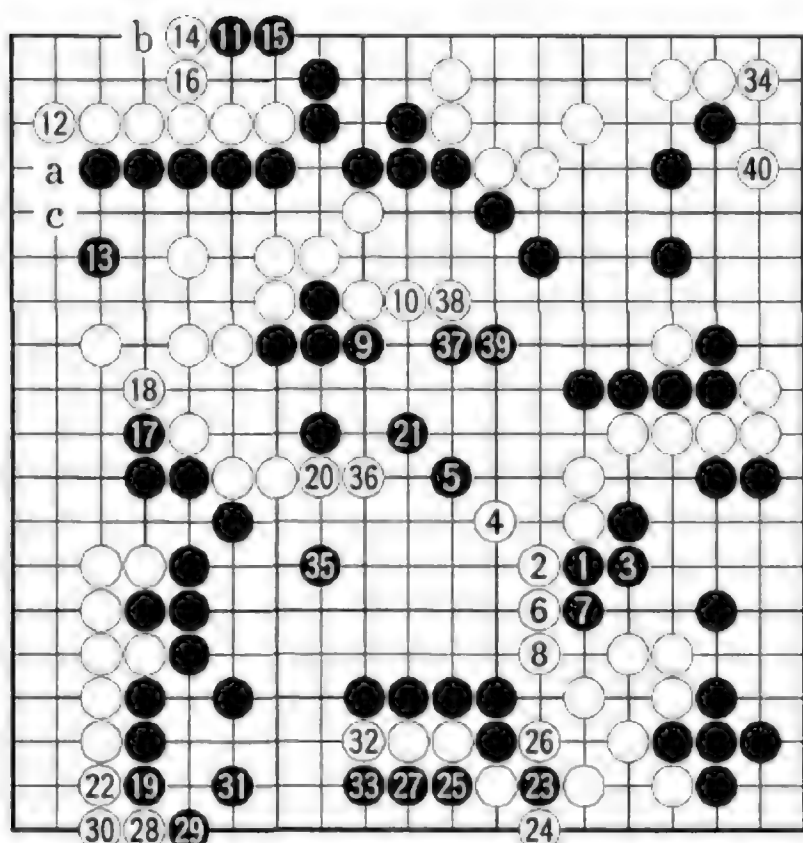
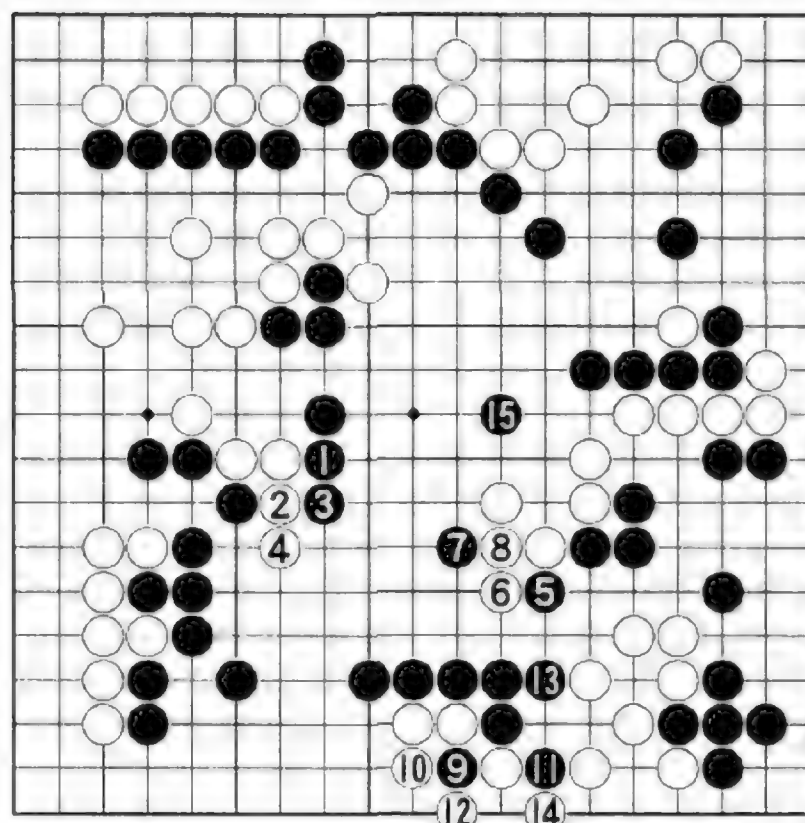
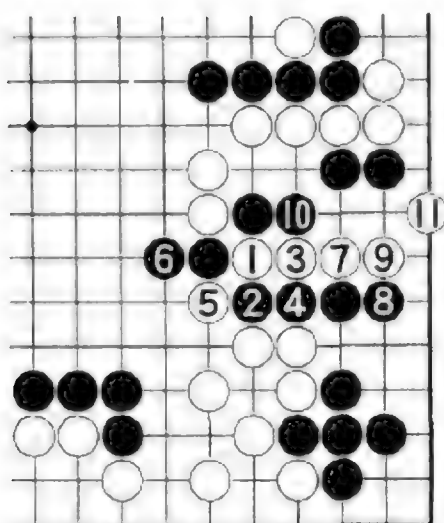


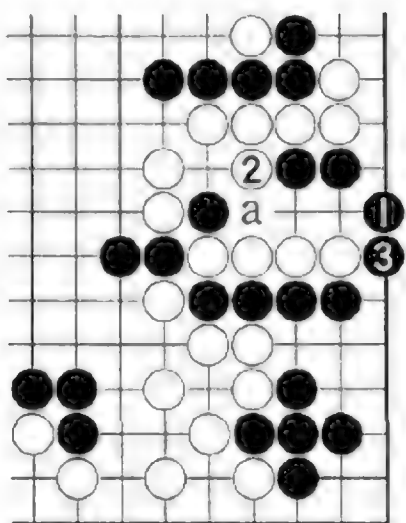
Figure 3 (101 - 140)



Dia. 10



Dia. 8



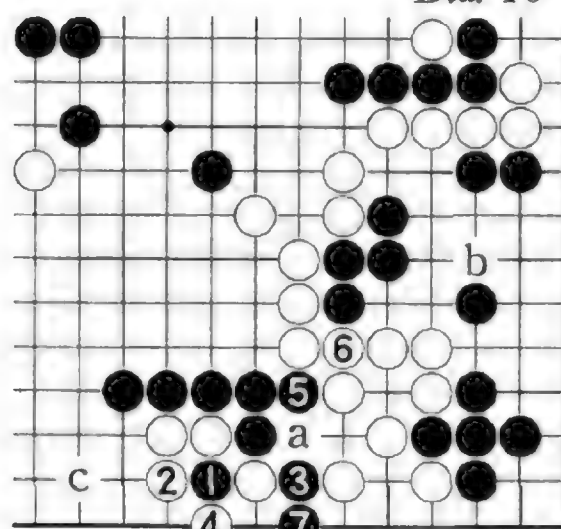
Dia. 9

Figure 3 (101 - 140). A missed opportunity

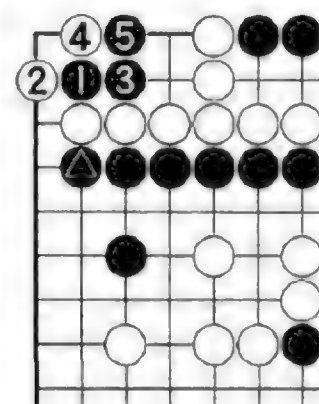
White 2. It was only after Black 1 that Cho realized just how severe Black's attack was. He had been planning to save his group by cutting at 1 in Dia. 8. If Black 2, the sequence to 9 follows; if Black 10, White captures Black with the tesuji of 11. When Black played 1 in the figure, however, Cho realized that he had been deceiving himself with this analysis. Instead of generously committing suicide with 10 in Dia. 8, Black will switch to 1 in Dia. 9 (the same tesuji). White has to play 2 — if White 2 at 3, he loses the semeai after Black 'a'. White only gets one eye in gote, so it is unlikely that he would be able to save his centre group.

Cho this had little choice about 2, but when he continued with 4 he says that he felt like a chicken ripe for plucking. However, he was saved by 5. He had expected Shuko to attack as in Dia. 10.

Dia. 10. The sequence to 15 here is perfectly timed. White would lose if he compromised at any



Dia. 11



Dia. 12

stage during this sequence — omitting 2, for example, and letting Black block at 2 or giving up the two stones after Black 9 — but if he keeps resisting, he seems to have little chance of saving his group after Black 15. This attack would probably have decided the game.

Shuko must have concluded that he could win without making such a blunt attack, and actually his judgement was correct, since he was still ahead, but later on he may have regretted passing up this opportunity.

White 6 and 8 take the pressure off White, but he is not yet completely out of danger. At any time he chooses, Black can attack with 1 to 7 in Dia. 11. White would have to resort to a ko at 'a'; he has ko threats at 'b', but even so predicting the outcome of the fight would be very difficult. Actually it is even possible that White might welcome an unpredictable fight, since he is behind anyway. Note that if Black plays 7 before 5 in the diagram, White might switch to 'c'.

Black 11 and 13 are clever endgame moves. Note that Black 'a' instead of 13 would be wrong,

as it would have too little effect on the white group below. White 16 next is a mediocre move: it should be at 'b', as now Black 'a' (the marked stone in Dia. 12) will be sente. If White tenukies, Black gets a ko with 1 to 5 in Dia. 12. If White plays 4 at 5, he gets a seki, but in gote. The question of whether or not Black 'a' in the figure is sente makes a crucial difference.

Black 23. Having played 11 etc. at the top, Black no longer has enough ko threats to follow Dia. 11.

White 40. Since Black's position is open below as well, this move is not as big as it looks. White should jump to 'c' instead.

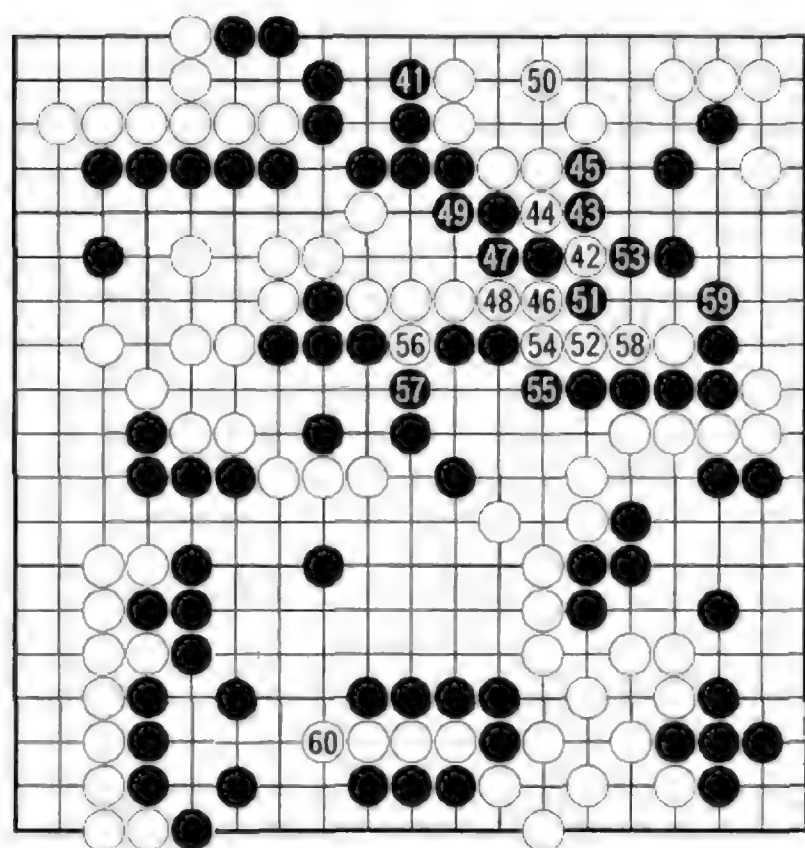


Figure 4 (141 - 160)

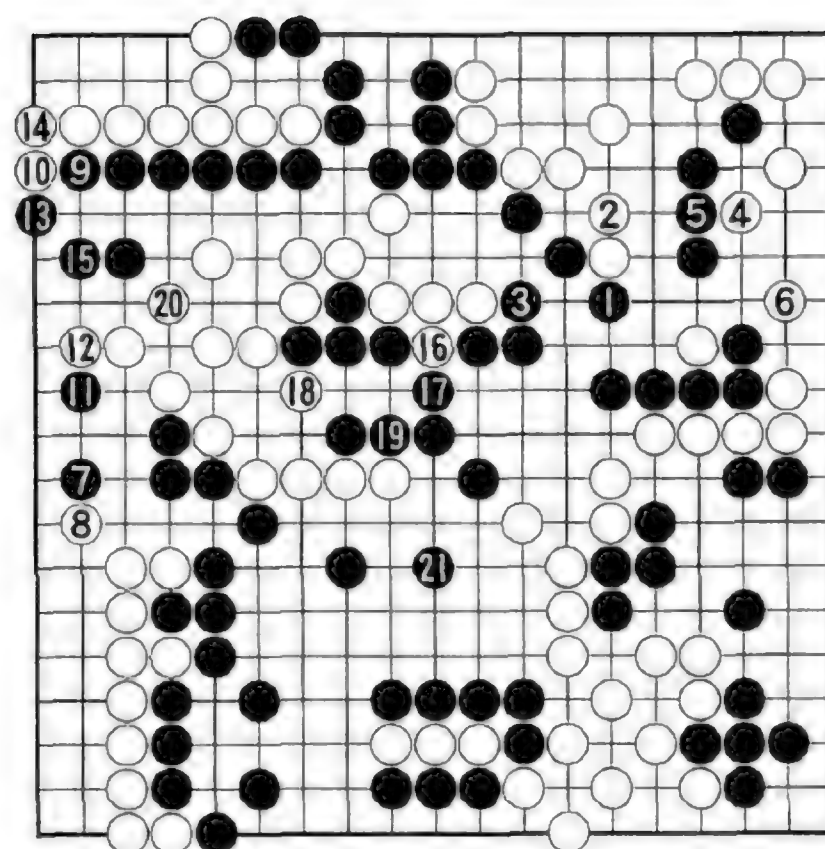
Figure 4 (141 - 160). *Shuko* throws the game away.

Black 43 is a surprising slip for *Shuko*. On the surface, it looks like the strongest counter to White 42, but actually it places Black's lead in jeopardy. If Black kept the position simple with 1 and 3 in Dia. 13, his lead would be safe. Cho hypothesizes the continuation to 21, which would put Black nearly ten points ahead on the board.

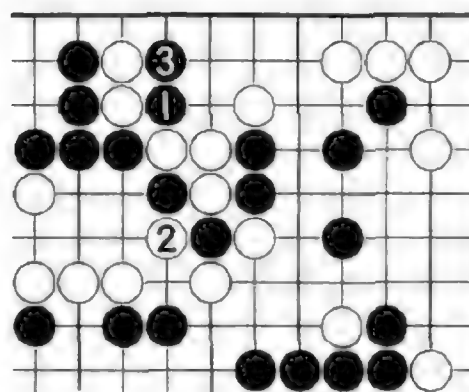
Black 43 makes White 44 and 46 possible.

Black 47. Making an exchange with 1 and 3 in Dia. 14 would be unfavourable for Black.

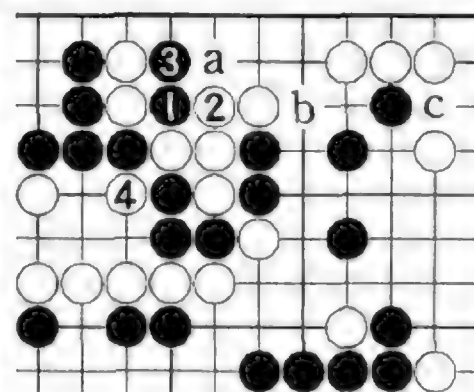
Black 49 is a silly blunder: it loses the game for *Shuko*. First, making an exchange with 1 and 3 in Dia. 15 is still bad for Black. Black 1 at 2 is no good either; after White 1, Black 'a', White 4, Black 'b', White lives in the corner with 'c'.



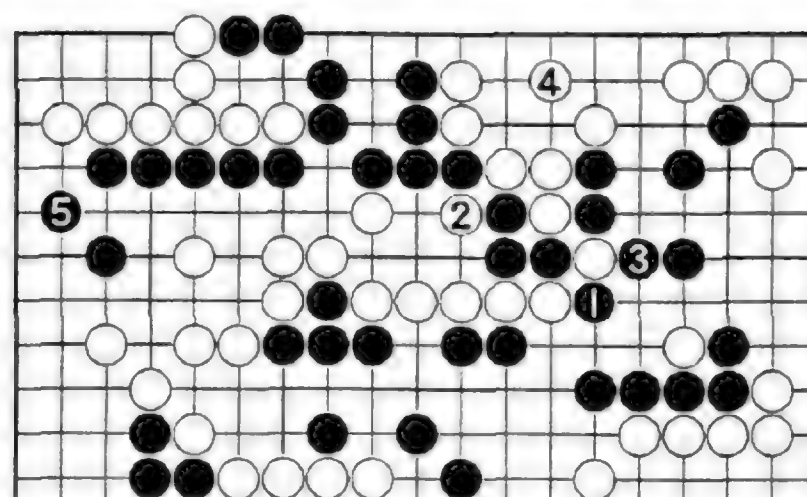
Dia. 13



Dia. 14



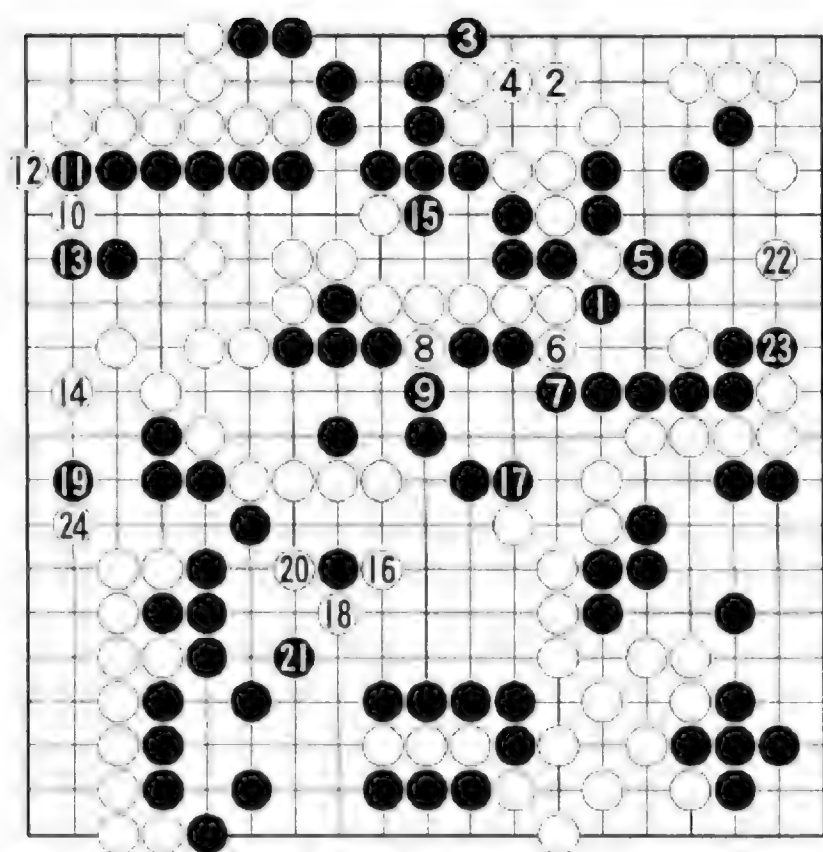
Dia. 15



Dia. 16

Instead of 49, Black should have cut at 1 in Dia. 16. He may have disliked the prospect of White 2, but he has no trouble living with 5.

Because of Black 49, White stormed through Black's position with 52 to 58. This secured the game for him. Actually, instead of 2 in Dia. 16, Cho said that he would have played at 2 in Dia. 17 (next page), but Black would still be able to capture at 5. The continuation hypothesized there gives a half-point game, according to Cho, with the odds slightly in favour of Black. After the sequence to 58, both players thought that Black was out of it, but this conclusion was premature.



Dia. 17

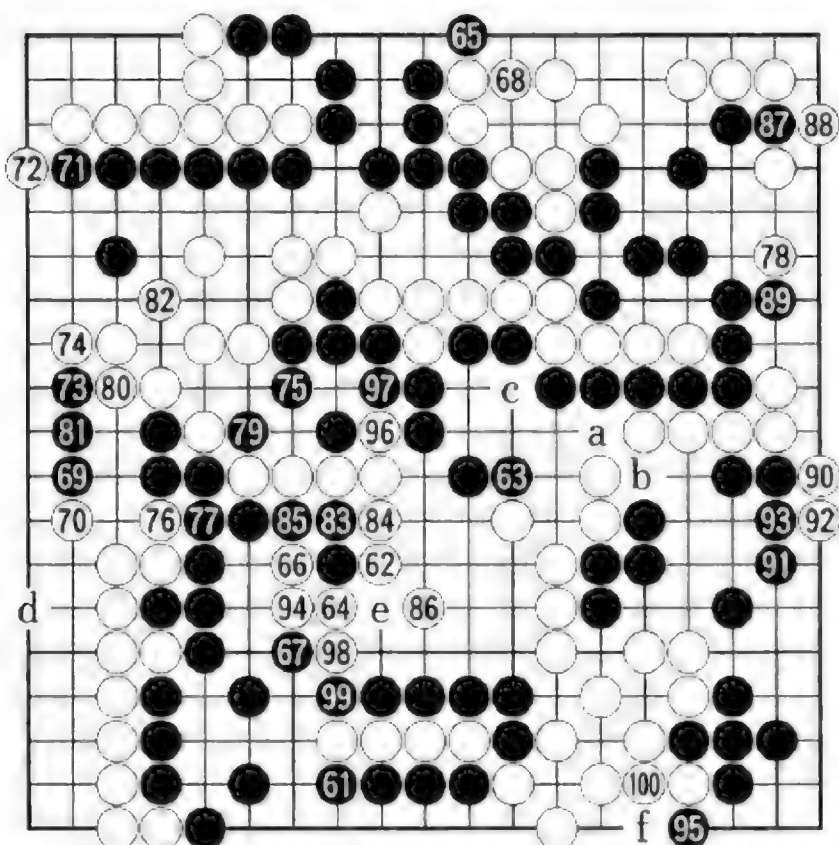
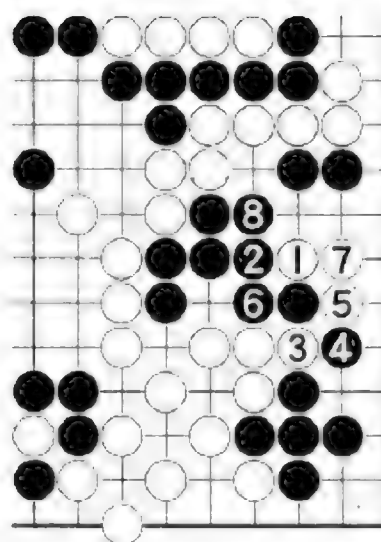


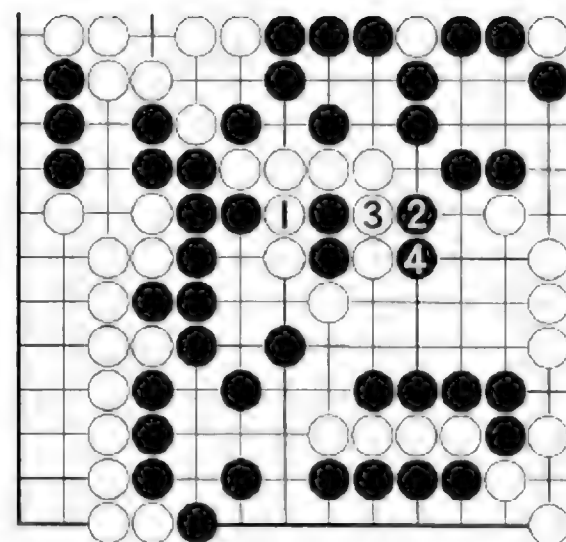
Figure 5 (161 - 200)

Figure 5 (161 - 200). *Black still had a chance.*

In the post-game analysis both players agreed that the game was decided in the previous figure, but apparently Black still had a chance. Several days after the game, Ishida Yoshio pointed out to Cho that Shuko could have improved on Black 63 by playing at 'a' (forcing White 'b') to defend against White 'c'. That would have kept sente, so Black could next have played at 69, making miai of 'd' and 'e'. According to Ishida, this would have given Black a half-point win. Shuko and Cho rejected the possibility of Black 'a' because they both hallucinated during the game that the presence of a white stone at 'b' would have enabled White to attack at 1 in Dia. 18. However, as



Dia. 18



Dia. 19

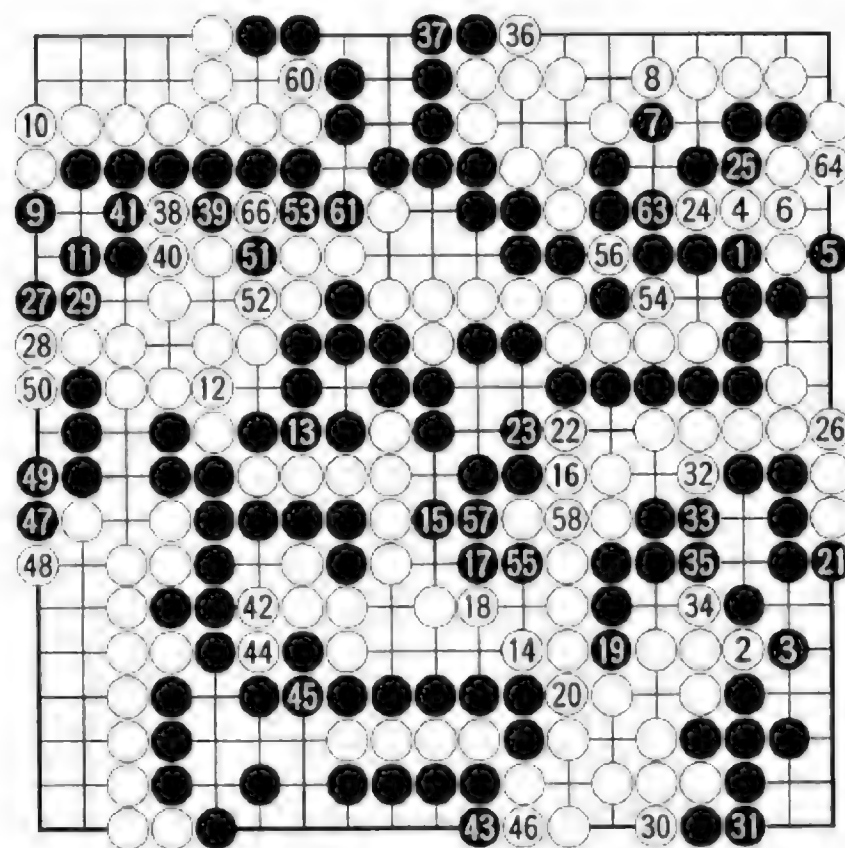


Figure 6 (201 - 268)

59: ko (below 56); 62, 65: ko; 67: connects (at 56); 68: connects (at 51).

demonstrated here, White 1 does not work (due to Black's clever answer at 2). In view of this, it seems that the real losing move, or at least the 'final' losing move, for Black was 63. Cho was a little lucky here.

White's final winning margin should have been a little greater than it was, but Black caught up a little because White let him play 75. White 74 at 75 would have been sente.

White 84. If at 1 in Dia. 19, Black kills the group with 2 and 4.

White 100. White would probably win the ko if he played at 'f', but he is trying to wind up the game as quickly as possible (Cho went into byo-yomi on 136).

Figure 6 (201 - 268). *A new Kisei*

Losing like this, after leading for most of the game, must have been painful for Shuko, but on



The start of the final game. Watching (L to R) are Kudo, Sakata, Kobayashi Yosaji (Yomiuri President) and Takagawa.



The moment of victory



Cho bows to Shuko at the conclusion of the Kisei title

finishing the game he immediately offered his congratulations to Cho. He had had plenty of time to compose himself, since he had realized the game was lost when he played the 143 – 149 sequence. After going over the game for about an hour with Cho, Shuko left the playing room to make a start on his first drinking bout for nearly five months. Is it fair to call him an alcoholic when he has such will-power?

A unique era in go history came to an end with this game. When the Kisei title was launched with such fanfare in 1976, no one dreamed that it would be dominated for the first six terms by a veteran player who seemed to have his best days behind him. In an age when players in their twenties seem best able to stand up to the exhausting physical and mental demands of tournament go, Shuko has set a unique record. It remains to be seen whether any other player, young or old, will be able to hold the top go title for six consecutive terms.

White wins by 1½ points.

Time taken. White: 4 hours 30 minutes

Black: 8 hours 59 minutes

(Game 7 was translated from 'Daigyakuten' (The Great Upset), a special issue of 'Igo Club'. Kisei report translated by John Power.)



Shuko shows the strain of his unsuccessful title defence. Within sight of the end, he let victory slip from his grasp.

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Compiled, edited and translated by John Power

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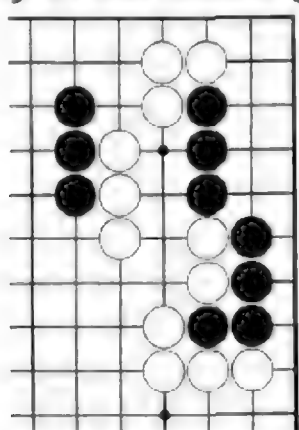
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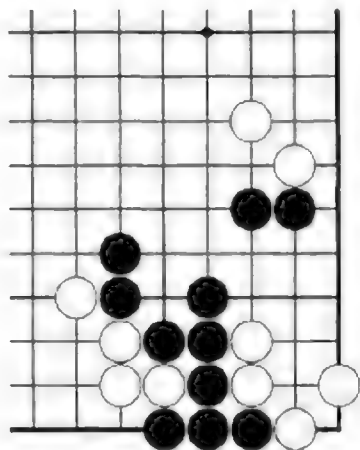
Life and Death Problems From Actual Play

Nakaoka Jiro 7-dan

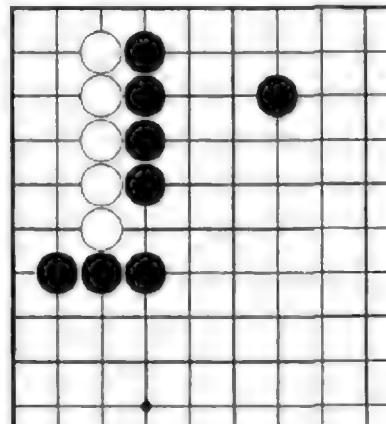
The following life and death problems are all taken from actual play and include positions which come up very frequently. The best way to improve your analytical ability is to read out the problems completely in your head, without playing any stones on the board. This may require some discipline, but it will not only make you stronger at problem-solving but will also benefit your general fighting ability in the middle game.



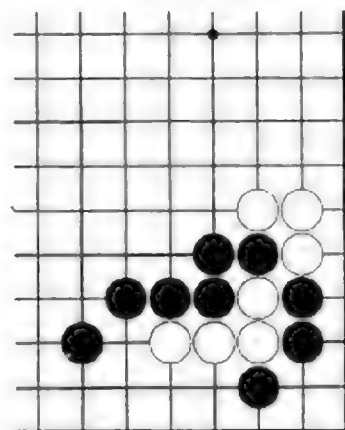
Problem One
White to play



Problem Two
Black to play



Problem Three
Black to play



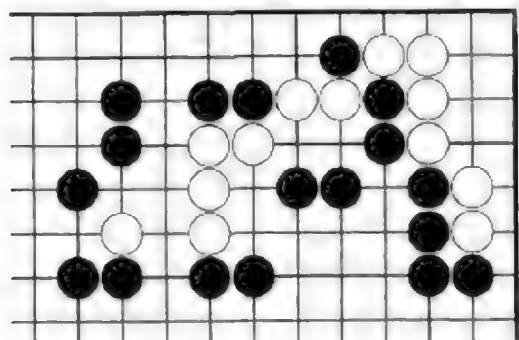
Problem Four
White to play

Answers on page 60

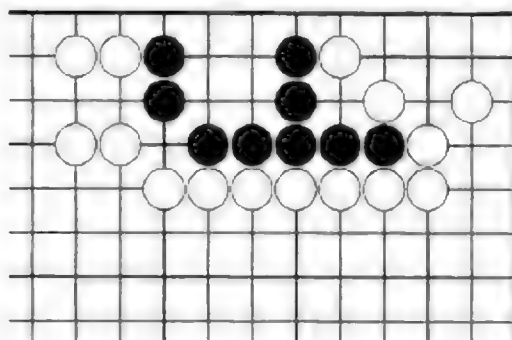
Basic Fighting Techniques

Miyazawa Goro 7-dan

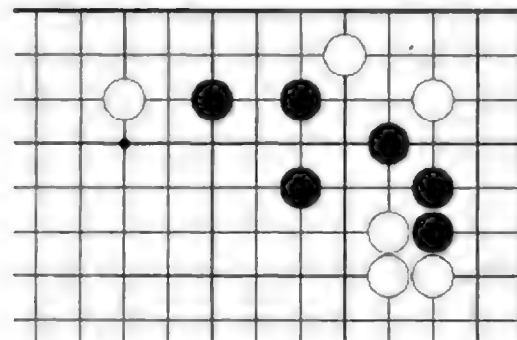
The three problems below all involve the same elementary tesuji. Anyone of mid-kyu strength should be able to solve them, while dan-level players should get them on sight. If you have any trouble, then this article may be what you need to bring your technique up to scratch.



1. White to play (5-kyu)



2. Black to play (2-kyu)



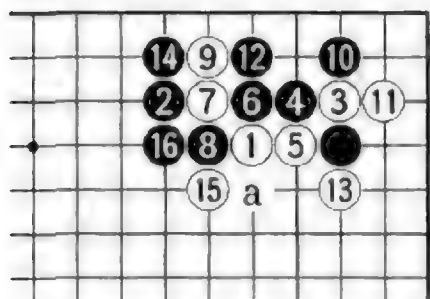
3. Black to play (3-kyu)

Answers on page 61

After the Joseki

Early Middle Game Strategy
Miyashita Shuyo 9-dan

Pattern Three

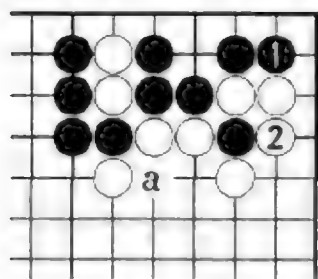


Pattern Three

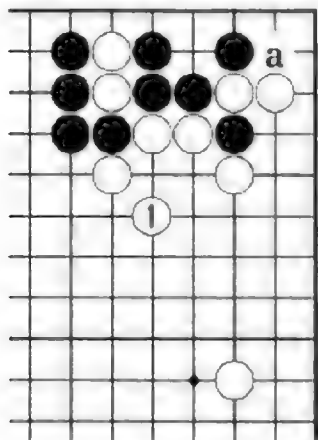
The sequence to 16 is a very popular joseki. The question is what are the weak points of this pattern. Black has an extremely solid position: approaching it only seems to invite the risk of injury for White, so one cannot find any follow-up moves for him.

If anyone has weak points, it is White, beginning with the cutting point at 'a'. The problem for Black is whether he should attack this weak point directly. Our discussion will focus on this point.

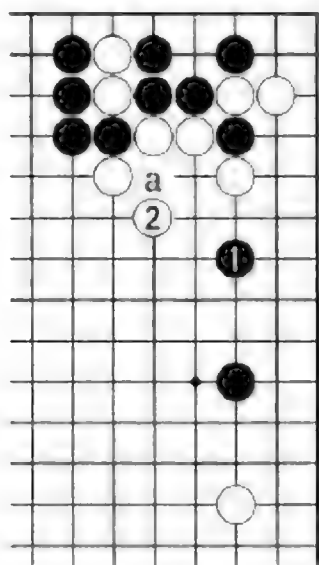
Dia. 1. The first move to look at is Black 1. Locally, this is worth more than ten points in profit, but it looks more like an 'aji-keshi' (potential-erasing) move than a legitimate follow-up. It would be acceptable in the endgame, but it might be a strategic mistake to play it earlier, as it loses the aji of 'a'.



Dia. 1



Dia. 2

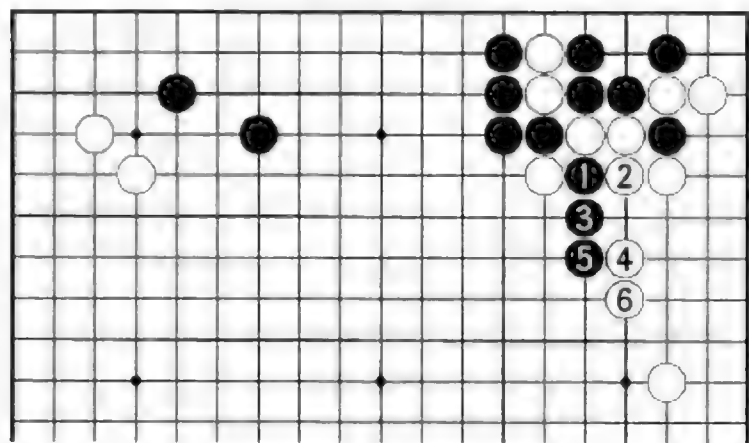


Dia. 3

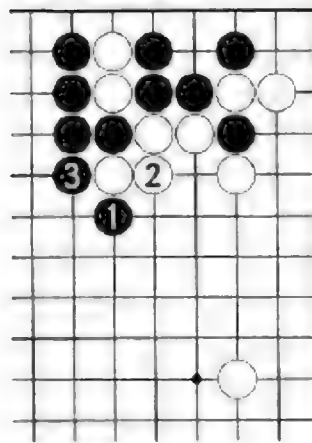
Dia. 2. If White reinforces with 1, then Black 'a' does not lose any aji, but still Black has to be careful with the timing. If he plays it too soon, it might not be sente.

Dia. 3. If Black already has a stone on the side, as here, then extending to 1 is more appropriate. Black 'a' is now a serious threat, so White has to defend with 2.

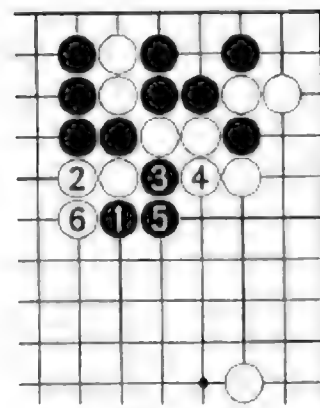
Dia. 4. The aji of Black 1 becomes very useful when Black wants to build a large moyo at the top. Even so, cutting directly feels a little crude. Black 1 helps White to strengthen his side pos-



Dia. 4



Dia. 5



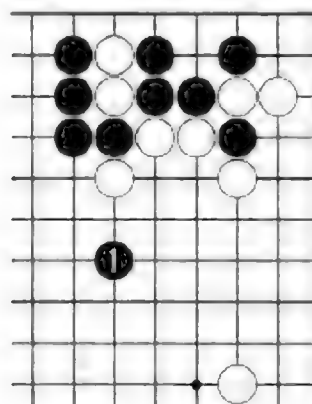
Dia. 6

ition with 4 and 6. This is not to Black's liking.

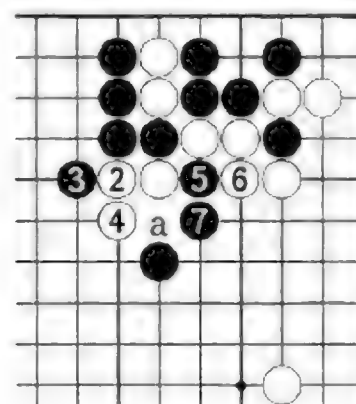
Dia. 5. The clamp at 1 is an effective tesuji. If White 2, Black can be satisfied with blocking at 2.

Dia. 6. Depending on the overall position, there is a danger that White will resist with 2. Black cannot attach at 1 unless he has first worked out how he will deal with 2.

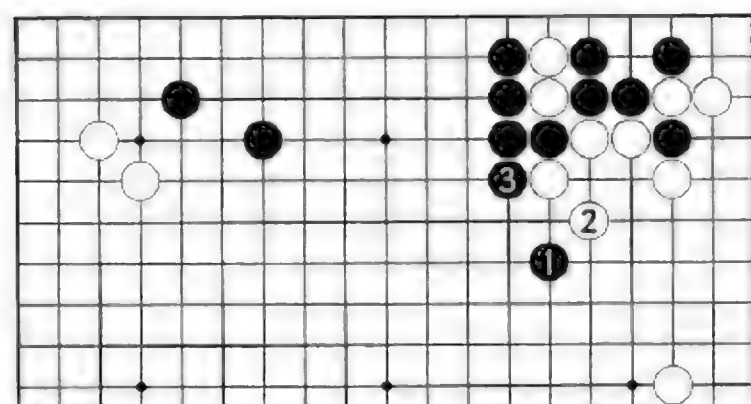
Dia. 7. The final move that Black can aim at is the stylish attacking move at 1.



Dia. 7



Dia. 8



Dia. 9

Dia. 8. If White resists with 2, Black 3 is a good counter. If White moves out by making bad shape with 4, Black takes the lead with 5 and 7. If White plays 2 at 'a', Black hane at 4, putting White on the spot because of his shortage of liberties.

Dia. 9. White has no choice but to answer 1 with the diagonal connection at 2. Black then leisurely blocks at 3, building up solid outside influence. Black's lightness of touch here gives him a superior result to Dia. 4.

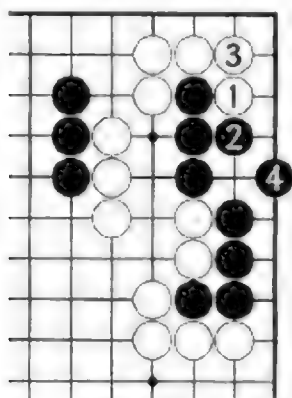
('Kido', Feb. 1970. Translated by John Power.)

LIFE AND DEATH PROBLEMS FROM ACTUAL PLAY: ANSWERS

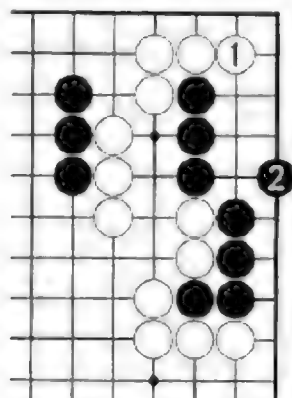
Problem One

Dia. 1. If White hanes and connects with 1 and 3, Black lives with 4. This isn't very interesting.

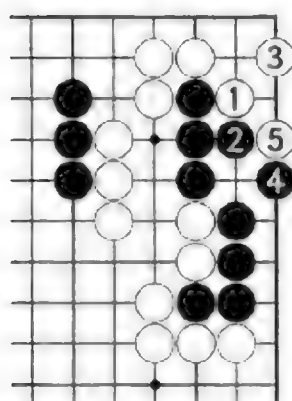
Dia. 2. Against the descent of White 1, Black 2 is a tesuji. Black lives again.



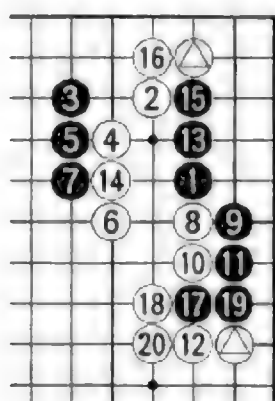
Dia. 1: alive



Dia. 2: alive



Dia. 3: correct



Dia. 4

Dia. 3. Playing the hane and hanging connection of 1 and 3 is correct. When Black plays 4, White throws in and sets up a ko.

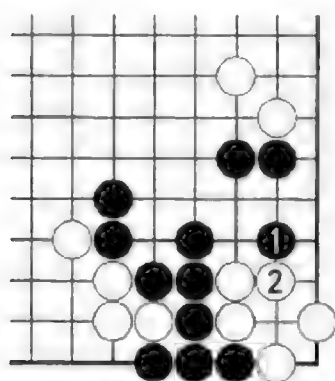
Dia. 4. The position comes from a 5-3 point joseki. When White approaches at 2, Black pinchers at 3. The sequence up to 20 is a joseki which is often seen. The two marked stones have been added later, but Black has ignored them.

Problem Two

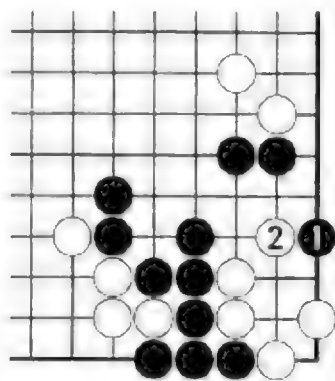
Dia. 1. Black 1 is answered by White 2 and White has no problems.

Dia. 2. If Black plays 1 here, White makes a diagonal attachment and again he is alive.

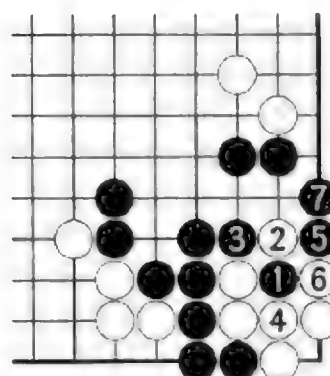
Dia. 3. The clamp is a skilful move. This is the only move that kills White. After 2 to 4 Black 5 is the finishing blow. White is dead.



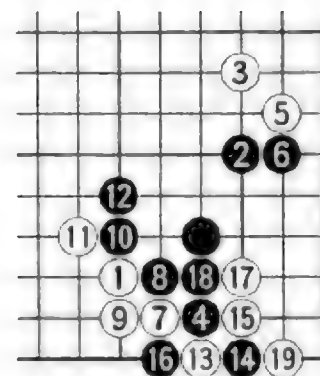
Dia. 1: naive



Dia. 2: alive



Dia. 3: correct



Dia. 4

20: connects

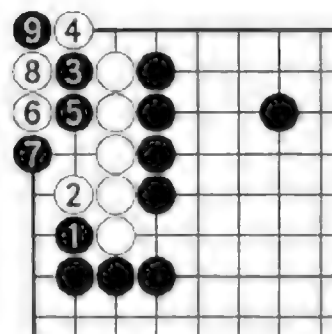
after Black 7.

Dia. 4. The position arises from a small knight enclosure. Black has answered White 3 at 4. The problem is an example of what might happen in the endgame.

Problem Three

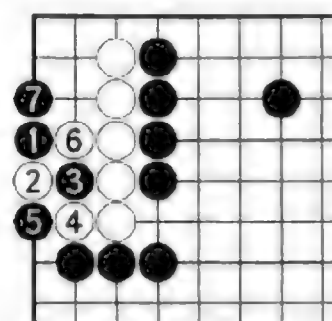
Dia. 1. If Black starts at 1, then the attachment at 3 is the vital point in White's shape. However, after Black extends at 5, White plays 6, a clever tesuji which enables him to live.

Dia. 2. If Black leaps in with the monkey jump (large knight's move), then White 4 and 6 lead to a ko. This is not the correct answer.



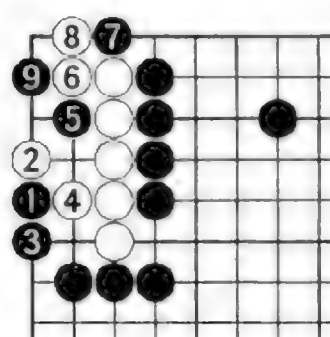
Dia. 1: alive

10: retakes

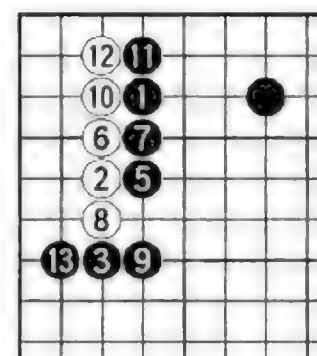


Dia. 2: not good enough

8: ko



Dia. 3: correct

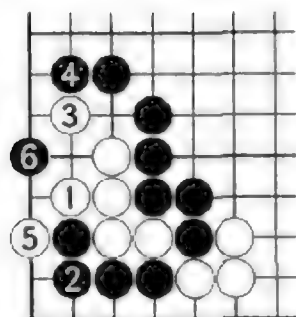


Dia. 4

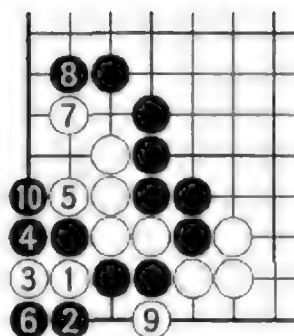
4, 14: tenuki

Dia. 3. This time, the small knight's move is a good move. Black 3 is necessary. When White plays 4, Black 5 followed by 7 and 9 is the correct order of moves. White is dead.

Dia. 4. The position arises from a one-space low pincer joseki when White ignores 3. A stone has been added two spaces to the right of 1. White has subsequently ignored Black's descent



Dia. 1: loses



*Dia. 2
wrong follow-up*

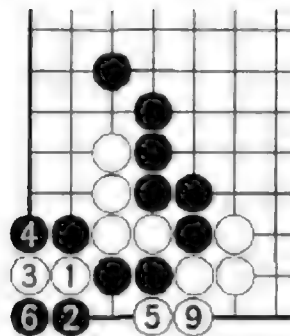
at 13.

Problem Four

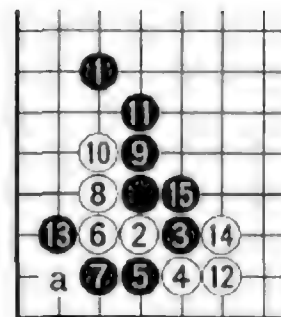
Dia. 1. White tries playing 1 and 3, but there is no way he can win the fight in the corner like this.

Dia. 2. Cutting at White 1 is necessary, but White 5 is the wrong continuation. Black 6 captures two stones and Black wins the fight.

Dia. 3. White 1 to Black 4 are the same as



*Dia. 3: correct
7 at 1; 8: at 3*



Dia. 4

before, but next White 5, 7, 9 are the right order of moves. The result is that White's four stones come back to life.

Dia. 4. The position arises when White attaches to Black's large knight's enclosure and Black cuts at 5.

Note that Black 13 must be a descent at 'a'. ('Igo Kenkyu', March 1957. Translated by Richard Hunter.)

Basic Fighting Techniques

(Continued from page 58)

Pattern Fourteen: The Clamp

At times, the clamp (hasamitsuke) is the move that produces the desired result. It might look like a light move, but it often strikes very accurately at the opponent's weaknesses. It's one of those moves that makes you laugh when you realise it works.

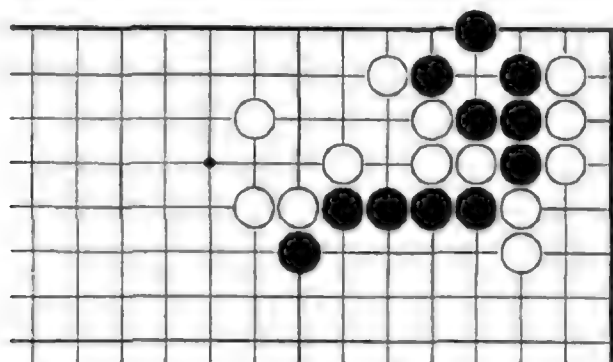
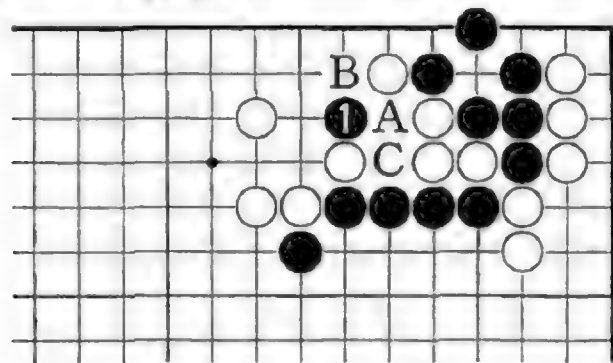


Illustration One: Black to play

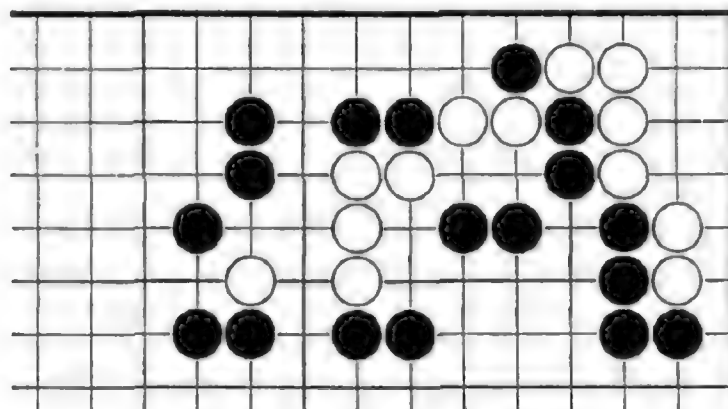
To connect his upper and lower stones, Black needs to capture the three irritating white stones separating them. Where is the vital point?

Dia. 1. Black 1 is the move. If White A, then Black captures the offending stones with B. However, if Black plays the crude move of C, after



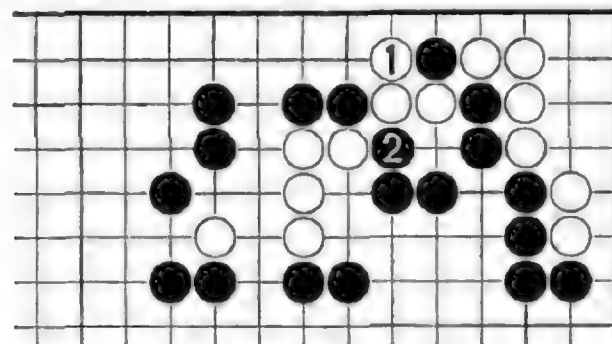
Dia. 1: the clamp

White A, Black 1, White B, Black has failed to connect his stones.



Problem One: White to play

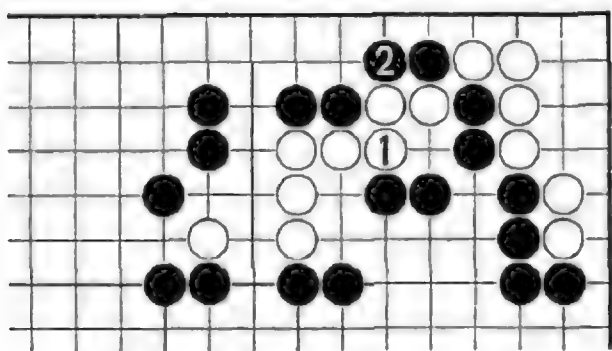
White would like to rescue his five stones in the centre, but he has to find some way of dealing with the two cutting points.



Dia. 1: mediocre

Dia. 1. White 1 takes care of the black stone on the edge, but Black prevents him connecting the rest of his stones. This kind of mediocre play is no help in an emergency: a much more cunning move is needed.

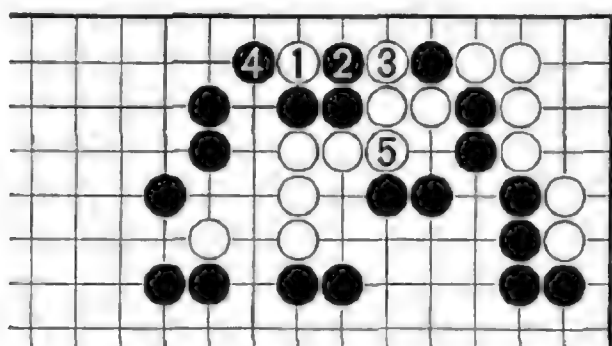
Dia. 2. If White plays here, Black connects underneath (watari) with 2, increasing the damage.



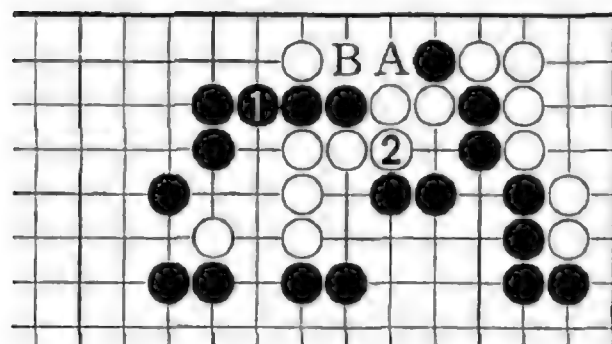
Dia. 2: everything captured

There has to be a better way that prevents the connection of Black 2. The key lies on that side.

Dia. 3. The clamp of White 1 kills two birds with one stone. This is an example of the lateral thinking that's often necessary when solving a problem. If Black comes out at 2 in answer, White blocks one of the cuts effectively. Black must play 4, so White can protect both of his weak points neatly with 5.

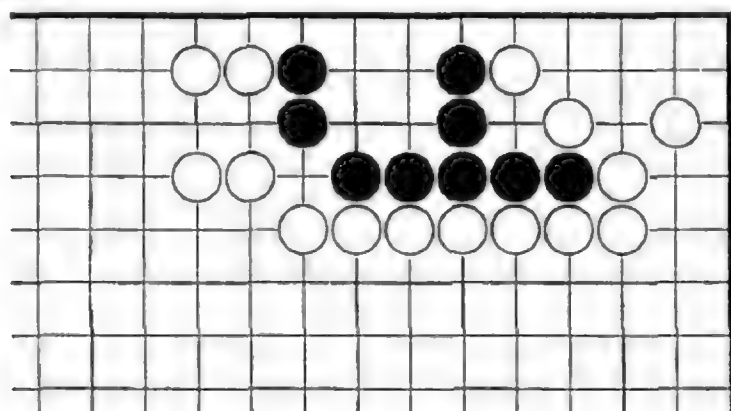


Dia. 3: clever move



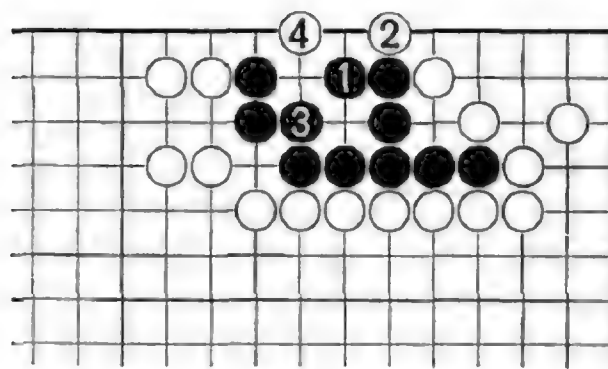
Dia. 4: can't cut

Dia. 4. If Black answers the clamp with 1 here, White can connect at 2. When Black pulls back with A, White B ensures that Black can't watari.



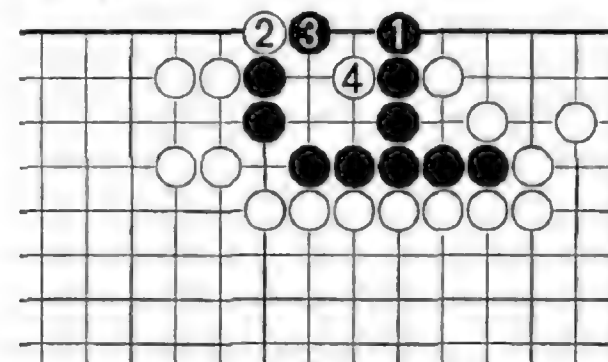
Problem Two: Black to play

Black needs to do a bit of preparation in order to live. In a real game, the difference between knowing this tesuji and not knowing it could be crucial.



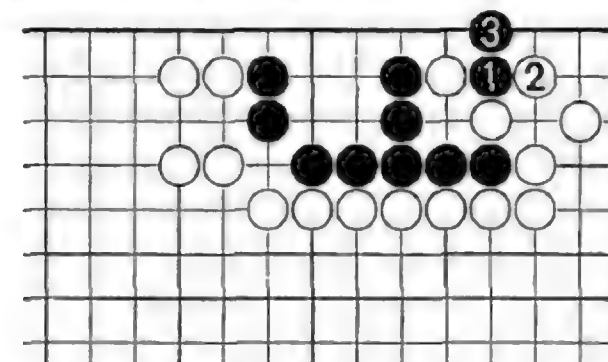
Dia. 1: insufficient preparation

Dia. 1. If Black tries to live with the magari of 1, White plays hane with 2, and when Black plays 3, the placement of 4 finishes him off. White's connections to the right and left are miai. To prevent this sequence Black needs to do some preparation.



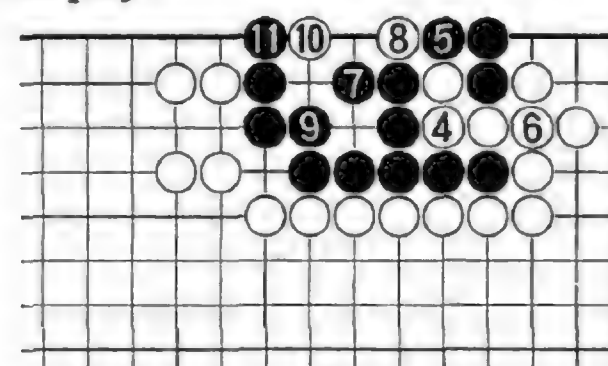
Dia. 2: no resistance

Dia. 2. The descent of Black 1 is another bad move. White demonstrates what is meant by "there is death in the hane" with 2 and 4. This shape can't live by itself: Black must do something clever on the outside.



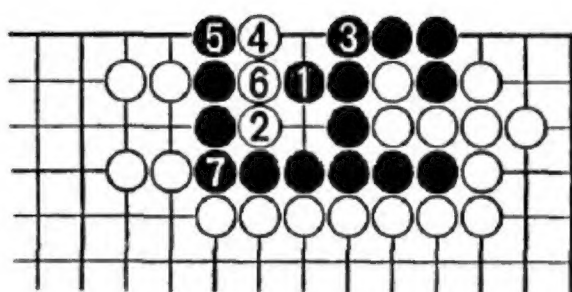
Dia. 3: edge of the board

Dia. 3. The key is the clamp of Black 1. In answer to White 2, Black descends with 3. Where can White play?



Dia. 4: success

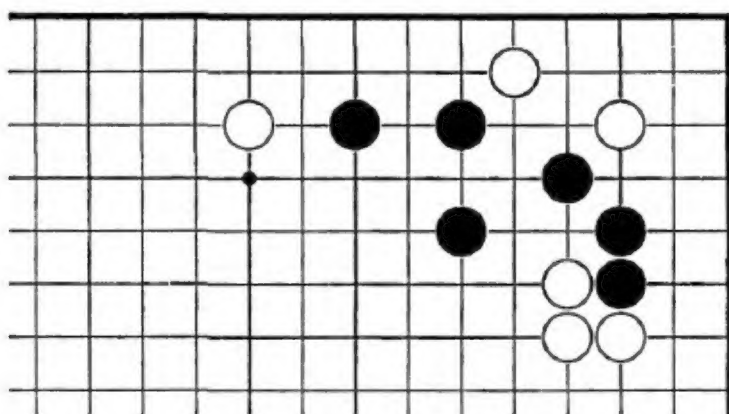
Dia. 4. If White connects at 4, Black plays atari with 5 and the sequence to 11 follows. White can't connect to the right of 10 because of shortage of liberties, so Black is alive. The outside move works. If White 4 at 5, Black



Dia. 5: seki is life

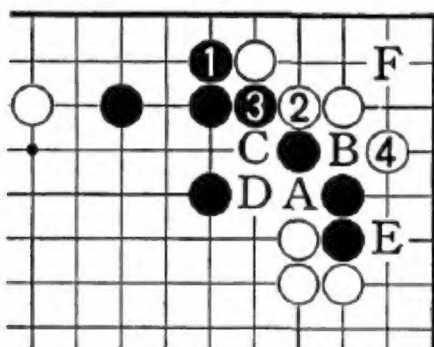
8 is kikashi giving him a chance to live with the descent of 11.

Dia. 5. If White plays at the vital point of 2 in answer to the magari of Black 1, Black connects at 3. The sequence to 7 ends in seki; Black can't complain about this.

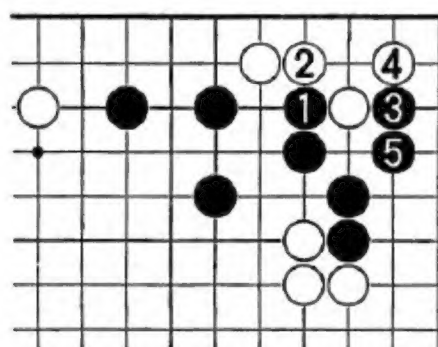


Problem Three: Black to play

White's keima formation in the corner is very thin. How can Black kill White?



Dia. 1: captures nothing



Dia. 2: nice move

Dia. 1. If Black blocks with 1, White happily plays at 2. After Black 3 and White 4, there is the tesuji combination of White A, Black B, White

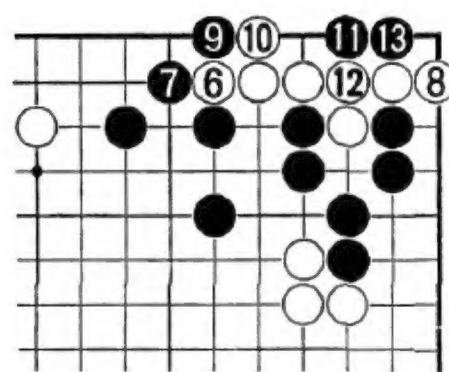
Go World News (continued)

to earn promotion five places up the insei ladder (from 14th or bottom in his group to 9th).

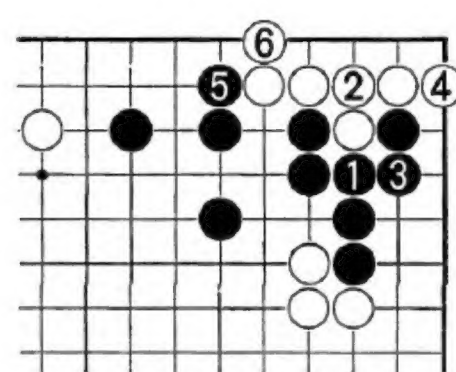
Mark Gooskens (age 19) won second place in the Dutch National Junior Go Championship in February 1982. He came to Japan at the end of last year and has improved rapidly. In March this year he became a live-in disciple of Kawamura 7-dan of the Kansai branch of the Nihon Ki-in.

Death of Murashima and Hayashi Yutaro

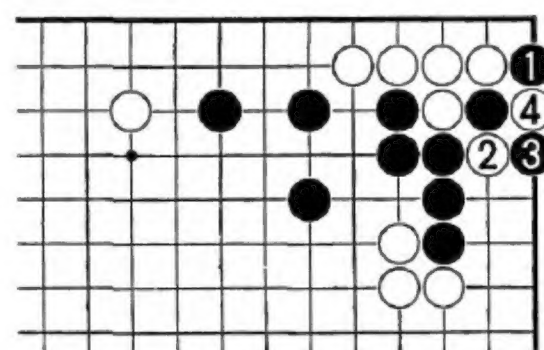
We regret to report the death of two players who have played a distinguished role in 20th century go history. Murashima Yoshinori, Honor-



Dia. 3: coup de grace



Dia. 4: atari is wrong



Dia. 5: ko is failure

C, Black D, and White E — there's no way the white stones can be killed. White is even alive if he just plays meekly at F instead of at 4.

Dia. 2. In this shape, the crude push of Black 1 followed by the clamp and pull-back of 3 and 5 are actually a skillful way to play.

Dia. 3. Even if White tries to live with 6 and 8, after the sequence of Black 9 to 13 White does not have enough eye-space. He's been killed rather neatly.

Dia. 4. Playing atari with Black 1 after the clamp is not a good move. It allows White to live with the sequence of 2 to 6.

Dia. 5. If Black plays hane with 1 instead of connecting at 3 in Dia. 4, White plays 2 and Black 3 makes it ko. Anyone who can let an unconditionally dead group like this become ko deserves to be shot.

(*'Gekkan Go'*, February 1979. Translated by Louise Bremner.)

ary 9-dan, was the last surviving disciple of Shusai Meijin. Born in 1905, he was one of the leading players of the 1930's and led the conservative opposition to the New Fuseki. He played a leading part in the reorganization of go after the Second World War. He died on 3 January.

Hayashi Yutaro, nicknamed 'Shusaku Junior' for his steady style, was born in 1900. In 1962 he won the Kodansha (high-ranked players) tournament. He was the oldest active player and had played a game the day of his death, which was 25 March. He choked to death on some 'yokan' (a sweet bean jelly), which was his supper after the game.

First Move on the Side

There are a handful of games in which the first move was played not in the corner but on the side. The most famous classic example is the game between Yasui Santetsu and Nakamura Doseki in 1625–26 in which Santetsu played his first move on the third line under the side star-point (see 'Page from Go History', GW8). The game given below is one of the rare modern examples. Black's first move here is more startling.

Suzuki Etsuo (born 1915), who made this unorthodox start, was known for his bold and adventurous style, but unfortunately was forced into premature retirement by heart trouble. His most famous game was a win against Go Seigen in which he made a shoulder-hit against a komoku stone (see 'Page from Go History', GW2).

White: Fujisawa Hosai 9-dan

Black: Suzuki Etsuo 7-dan

Komi: 4½; played in the 12th Honinbo league on 15, 16 May 1957.

Figure 1 (1 – 50)

The aim of Black 1 was perhaps to discourage Fujisawa Hosai from playing mimic-go.

White 14. Playing on the bottom centre star-point to negate Black's thickness would be more usual. Black would then play at 'a'.

Black 37. Black is consistently emphasizing thickness. In this figure the game seems fairly promising for him.

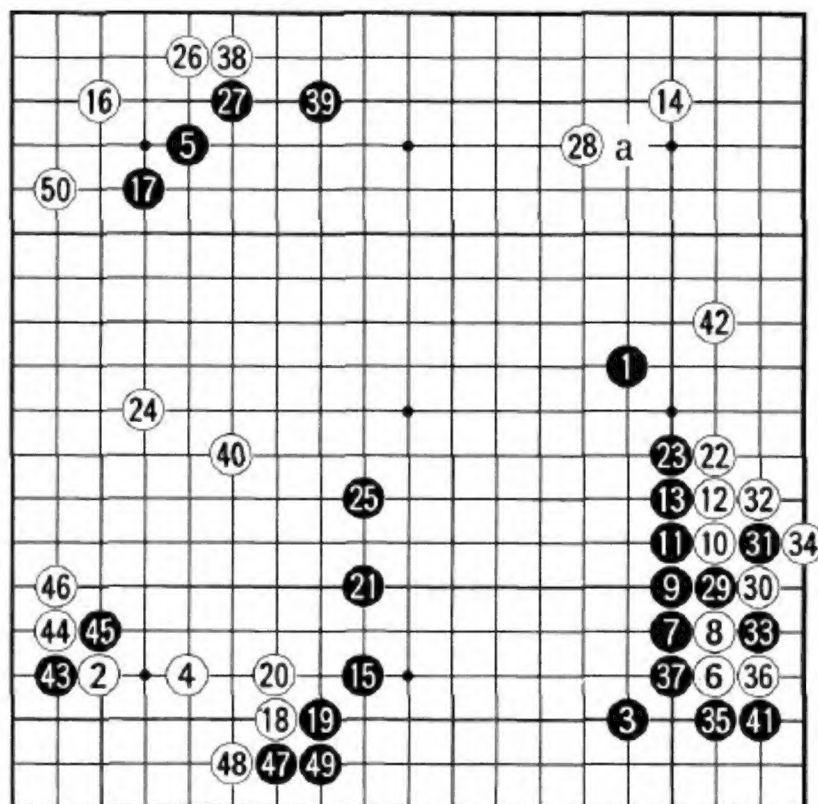


Figure 1 (1 – 50)

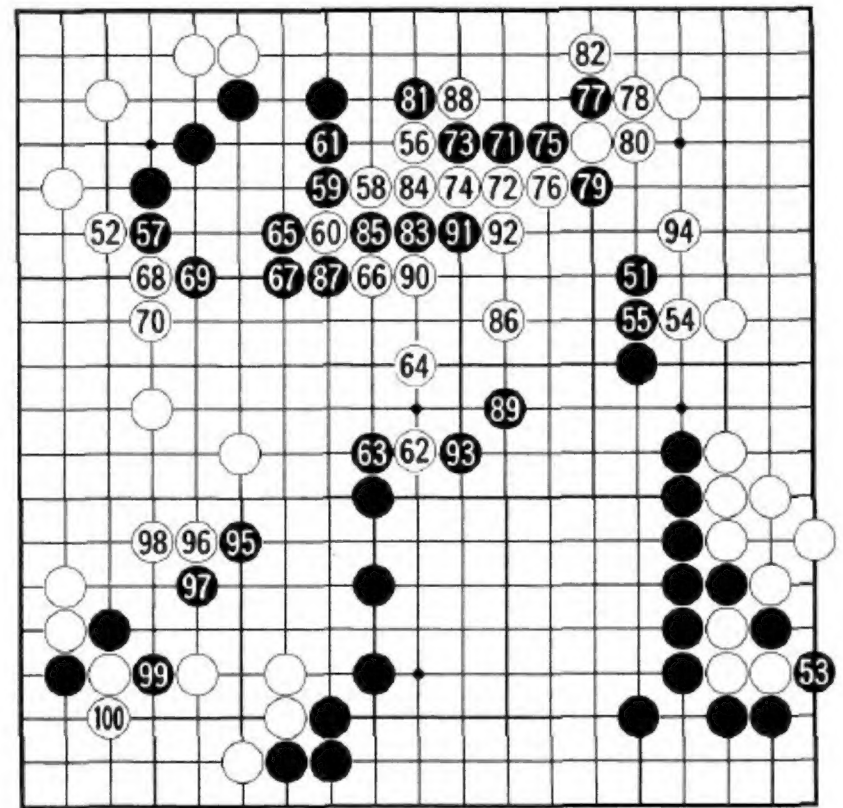


Figure 2 (51 – 100)

Figure 2 (51 – 100)

Black 51. Black 52 would be more solid.

White 56. With this move White takes the initiative. He uses his attack on the weak black group to reduce Black's centre.

Black 67 aims at 71, but Black 70 would be better.

Figure 3 (101 – 142)

Black succeeds in invading White's bottom right corner, but this is not sufficient to compensate for the reduction of his centre. When White plays 26 he has the game won.

Black resigns after White 142.

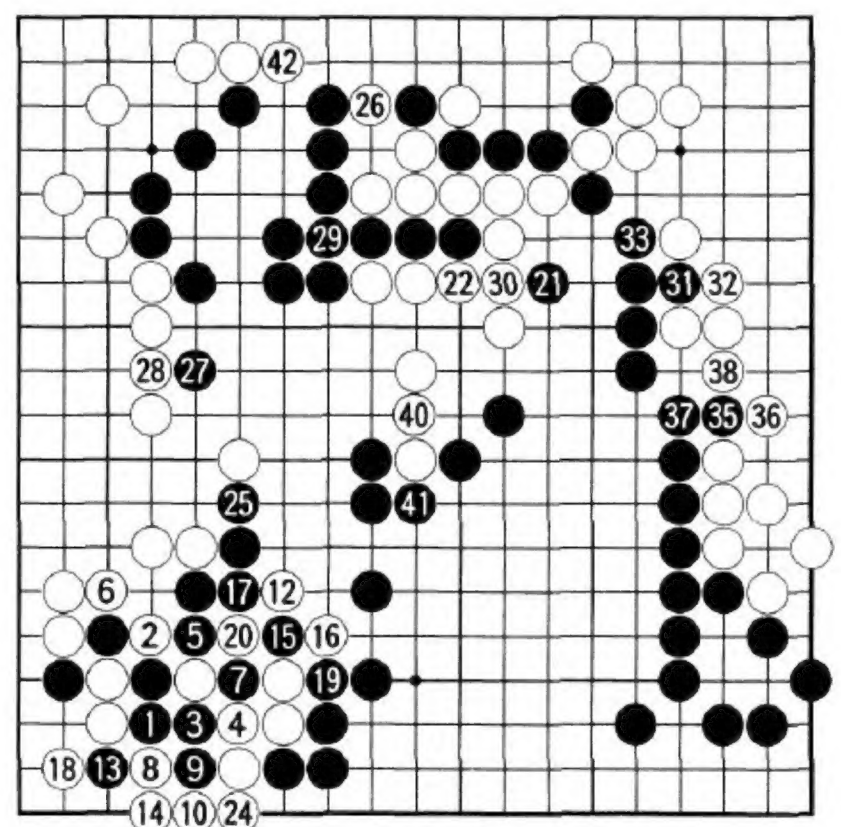


Figure 3 (101 – 142)

11: connects; 23, 34, 39: ko

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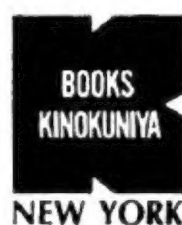
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